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THE AUSTRALIAN PC ENTERTAINMENT MAGAZINE

ISSUE 7 NOVEMBER 1996 \$8.95 NZ \$11.95 inc. GST

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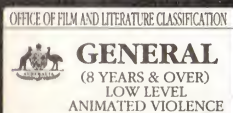
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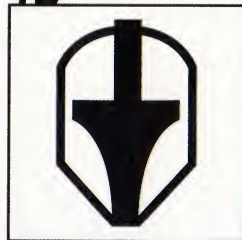
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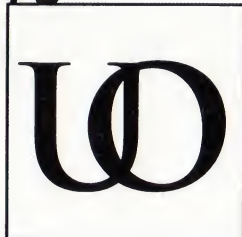
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This whole C&C thing started with Dune II. A gem it was, still is, in fact...



## 3D accelerators

I've recently arrived back into Australia after being in the Arabian Gulf for the last 4 months (great to be back!), and after visiting the local newsagent I came across your very well priced, indeed, informative magazine on the shelf.

Being in the 'Gulf' for all those months I've spent over \$300 on various PC magazines for much needed reading material (mostly British and American). PC PowerPlay, in all true honesty, is definitely hot on the pace as being one of the best put together mags for the gaming person in the world, you're doing a top job!!

I'm not just writing in to blow sun shine up your butts, I was hoping you could tell me, are there 3D graphics accelerators around that incorporate the basic video card requirements? To make my question clearer, I'm about to buy a 133 MHz Pinetum and I'd like to know if I can kill two birds with one stone and just buy the one, you-beauteous card that will take care of everything, ie. MPEG playback, Windows 95 (2D & 3D) acceleration? All I know is I'm wanting a 2Mb VRAM, 64 bit, with VESA 2.0 extensions (for SVGA) built in video card, BUT I'd like the other stuff on the same card!!

If there are cards out there that fill my needs, which ones do you recommend? I know that's probably an annoying question, as you're going to say there's no way of recommending a 3D accelerator option because every software company seems to be writing for different cards, but I'd be happy if you could inform me of a few cards that are compatible with Direct X & Direct 3D. Thanks for your time!

### Doc Jurd

*It's still too early to tell... Doh! You knew we'd say that, sorry, but it's true. It's all happening now though, the PCI 3D Blaster will be out by the time you read this and Voodoo Graphics are finding widespread support for their solution. That's just two, there are many, many more out there with dozens more to come. It's a mess. Very soon now we will do a full benchtest comparison, it's been premature to do one thus far, but these cards are finally happening and we're on the case.*

## Phantastic News

First things first, I must compliment you on your incredible magazine. It's the best out by a long shot! I am a great fan of PC Powerplay and have a small collection of your magazines, but I intend on adding to that after seeing some of your earlier issues. I am also a huge fan of Phantasmagoria and I would like to know if you are going to bring out the demo, Phantasmagoria 2 on one of your demo CDs. Also, I wondered if it would have a restriction of any sort (like Duke Nukem 3D).

Just one more thing, what improvements have been made to the sequel, and how does it com-

pare to the first mega hit. Well, I am sure that I'll enjoy your magazines that are still to come, and keep up the good work!

### Jacob

#### SOUTH AUSTRALIA

*Phantasmagoria 2 is a good bet for a PowerPlay demo. Sierra tend to favour rolling AVI movies instead of playable demo's though, but it'll look great, no doubt, so look for it soon. As for its classification status, that remains to be seen.*

## Bulletin Board Slaughter

Lately, you have been focusing a lot on multiplayer gaming. This is fine, as it is infinitely more fun playing real people as opposed to the computer. You have tended to concentrate on internet alternatives and, although this will probably improve in the future, the lag and latency problems that you correctly point out can make gaming quite unplayable. Although it's quite amazing to be able to actually play Quake against opponents around the world, it's not much fun dying before you even move.

A faster and much cheaper alternative exists. Local dedicated Bulletin Board Systems. I personally regularly call a 22 line BBS in Melbourne called Games Universe (03) 9583 7409. I can play lightning fast multiplayer games of Doom (4 player), Duke Nukem 3D (6 player), Warcraft 2 (8 player I think), Command & Conquer and any other game that runs on an IPX network or direct serial link. They even have a dedicated Quake server and their own MUD. All games run at high speeds, it is incredibly easy to setup and only costs 25c per hour. Trial accounts are available which allows one months free gaming in 30 minute intervals.

I'm sure there are many similar systems in other cities. For the dedicated gamer it sure beats the internet.

### YOUR SINCERELY,

#### DAVID

## Patch work

First of all I would like to congratulate you on such a great magazine. Yours is the first magazine I have ever bought for the magazine itself, instead of the demo CD! It is about time we showed the world that Australia can make a magazine that gives the overseas magazines a run for their money. It is great to see Australian prices, addresses, phone numbers and release dates.

I have one suggestion for your magazine. Once a year could you bring out an extra CD called the patch. I myself help a lot of people to set up their computers and fix software and minor hardware problems for them. I am surprised that none of these people know what a patch is. At the moment I have an abundance of demo CDs which

I am only keeping for one or two patches on them. This allows me to have the correct patches, as I have noticed some patches are written for different countries, so with your CD everyone will know that the patch they have is for the Australian distributed software and will therefore work. I am not on the net and cannot afford to upgrade my computer to get on the net, so demo CDs are my only source of patches. With the first issue you could have an article about patches to inform all the novice computer users so they can get the most out of their software purchase.

I would also like to congratulate CH for their Flightstick as it does not discriminate between left and right handers. I would also like to congratulate the software companies which are still supporting us paupers who only own 486 systems.

Your sincerely,

### KEITH

#### BLACKETT

*We put most new patch releases on the CD anyway, and while your idea is a good one, it wouldn't be a very exciting CD that month... Try putting a game's patch on a floppy and leaving it in the games box.*

## Hello sailor

A friend of mine buys your magazine and so I get the opportunity to peruse them sometimes. Very impressive!

I am familiar with a broad range of games and - wait for it - sit down... pub Pong! I tend to favour sports action/strategy games and resource management/ world domination styles, I am amazed that there are extremely few high profile yacht racing simulations or games! I am surprised that nobody could be interested in the subtle control, the adaptability to rapidly fluctuating variables and the sheer will to win that makes sail racing so exhilarating.

Anyway, enough wishful thinking. I'd like to ask you pillars of wisdom a few questions.

1. What PC basketball game currently offers the best trade off between flashy graphics and good game play?
2. What current uses exist for the Nintendo Power Glove?
3. What is the latest news on VS Interactive's Touring car game?
4. Will there be a track pack for Microprose GP2?
5. Can you please, please provide me with any information regarding sailing games?

### BON VOYAGE!

#### M. CHENOB

*Thanks. There are definitely sailing games out there. Try Interactive Sailing from Europress. They're on 02 9748 4847. It's a couple of years old now, but is pretty good.*

1. You could do worse than Full Court Press. It's reviewed on p. 54 to help you decide.
2. Who cares?
3. Still under development, shouldn't be long now.
4. Probably. That's down from definitely a couple of months ago...



A MYSTERY FROM THE DISTANT PAST THAT

HAS THE POWER TO AFFECT THE FUTURE.

WHAT SECRETS LIE HIDDEN WITHIN THE  
ORDER OF THE KNIGHTS TEMPLAR?

SALAH:  
EH.DWW.134

# Broken Sword

## THE SHADOW OF THE TEMPLARS

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## QUAKE, IT'S BIG

Okay. Quake has been released. Before that, we waited. We speculated and gossiped whether it would be worth the wait. Now, we've played it till we've mastered every corner and can fly through levels with comparable ease. We have been Quaked. So it's time now to survey the damage. Id Software's Mike Wilson told us that over 1 million units of Quake were preordered worldwide, which greatly exceeded any other pre-order figures seen in the history of PC entertainment software. Not only that, but most retailers have lodged re-orders for the game as they've been flying off the shelves with no sign of the frenzy calming in the near future.

So while the people at id have been busy working away on expansion packs and, hold them back, Quake 2, they've also been hard at work to further enhance the overall Quake experience, particularly in the area of multiplayer gaming. John Carmack has fully dedicated id's programming resources to optimise further the game for the internet, a

well as laying out the architecture for QuakeWorld. QuakeWorld is the only official Quake multiplayer server run by id themselves, and it has been revealed that using their server will incur no additional charges. Mike Wilson claims that "Quake is the only A-list 3d action game featuring leading-edge technology for battling at incredible speeds over the Internet. We're doing our part and we're doing it for free." QuakeWorld is made up of Pentium Pro computers with the latest in 3D graphics accelerators from Creative Labs, to ensure high quality deathmatch games. QuakeWorld also features a chat mode, the ability to jump into games mid-play and high speed to ensure the game moves fluidly. But the feature that will grab most Quakers out there is the fact that QuakeWorld will also serve as the official homebase for all multiplayer statistics. A small network of master servers will be used for this function. Thus, when any Quake server is initiated, it registered itself with these master

servers. So all kills and "frags" will be automatically collected and stored there. QuakeWorld will publish rankings and other useful statistical information relating to Quake like number of players killed, longest continual deathmatch, etc.

This will of most benefit to the Clans of Quake, the equivalent of player guilds in Ultima Online. These sprung up soon after Quake was released and have now become a phenomenon in their own right. Made up of at least ten players, these clans must also meet other criteria to be officially recognised. They must have their own WWW page dedicated to their clan, as well as an insignia representing them. So far there have been at least 360 clans registered with id software, with that number continuing to grow. To get an idea of the kind of the clans, they've given themselves names like Clan 311, The Unholy Alliance, The Brothers Gib, Dark Requiem and The Revolting Cocks to name but a few. Go to <http://idsoftware.com> now!



## 3D accelerators - the latest

The first generation of 3D accelerator cards have arrived. Many consumers are holding off though, waiting to see which chipset looks to gain the widest support from game developers.

Which is what it boils down to. With the market about to be flooded by dozens of 3D boosters of various configurations, it's going to be a tough call for buyers - especially considering the premium price these wafers of silicon joy will command. We'll do our bit with a major benchmark and comparison soon. In the meantime, here's an update on the situation.

- Creative Labs have finally released their PCI 3D Blaster. At a very reasonable \$399 it comes with a very appealing 4Mb of EDO RAM on board, and is based on the Rendition chipset, which looks like the front-runner for support at this stage. An optimised version of Quake will

come with the card. Buyers can play the shareware levels for free, with a phone call and a few dollars (undecided at the time of writing) needed to "unlock" the full game.

- The Voodoo 3D chipset will be the heart of at least two new cards: the Diamond Monster 3D and an as yet un-named card from Orchid Technologies. On the developer front, Psygnosis has announced their intention to produce special Voodoo versions of Formula 1 and Wipeout XL. Other Voodoo titles in the works are Super EF2000 and Battle Arena Toshinden. Interplay, who seem to be hedging their bets with a version of Descent 2 for just about every new card, are predictably doing a Voodoo version too.

- Interplay have also released a patch for Descent 2 that supports the S3 ViRGE. This patch ViRGE-

enables the full game, which should please owners of cards based on that chipset who are getting very bored with the lame Descent 2: Destination Quatzon shareware game. Get the patch from: <ftp://ftp1.interplay.com/pub/descent/d2virge.exe>.

- Sierra have announced their intention to move into the hardware market, with a 3D accelerator card due soon based on the Rendition chipset. Truly, we kid you not.

- Microsoft are shipping the development kit for version 3.0 of their DirectX drivers. This latest version has many attractive features, foremost being support for MMX Pentiums. Other enhancements include true plug and play support, 3D positional sound and better support for the next generation of digital joysticks.

The brilliant Krush Kill 'n Destroy is reviewed on page 52. We liked it. It's good. Early on in the game's development we dropped in on the shooting of the cut-scenes (BELOW). Sitting under bright lights all day with an inch-thick layer of latex hanging off your face is not a lot of fun. We know, they told us. Ahh, the pain they go through to bring you the fun you'll have...





## Rights of Abuse

The big trend recently has been the cross-over of games to either TV or the cinema, the most notable and publicised being Doom (which is supposed to be directed by Hollywood giant Ivan Reitman). As time passes, more and more games are rearing their heads on the silver screen.

Add Crack Dot Com's Abuse to the list. This is no ordinary cross-over. Abuse is probably the first joint cinema and computer game effort. While Crack Dot Com owner Dave

Taylor was working on Quake at id Software he met Nelson Woss and James Robinson. Woss's company Endymion Films Inc is co-producing the Doom film, and James Robinson is an established film and comic book writer. The two worked closely on a screenplay for Abuse, and when Crack Dot Com saw it they decided re-design the game to better suit the possible movie hit. One of the most influential Hollywood agencies, Creative Artists Agency has signed to represent the effort and will hold a general spec script auction of the film at the end of September. Apparently there have been plenty of offers already. Looks we may soon see the Abuse game in the cinema fairly soon. Let's hope the film is better than the game!



## Top Ten sellers for October

Quake id Software	1
Grand Prix 2 MicroProse	2
Z Bitmap Brothers	3
The Need for Speed SE Electronic Arts	4
Warcraft 2 Blizzard	5
Australian Rugby League Electronic Arts	6
Close Combat Microsoft	7
Warcraft 2: The Dark Portal Blizzard	8
Command & Conquer Westwood	9
Jagged Alliance: Deadly Games Sir Tech	10

Charts by Meghead. 02 415 3355.

## The games people play

A major survey has been conducted into the type of games people like to play. The survey was commissioned by a major company that prefers not to be named. The results show that most gamers are attracted by either action, strategy or adventure games. Simulations - a genre that's been a little quiet lately, made up most of the remainder. The strong showing by strategy games was a surprise to some, but the popularity of Command & Conquer and it's clones is serving the genre well.

Family 5%
Sports 9%
Simulation 15%
Strategy 22%
Adventure 23%
Action 26%

## sidelines

*Flight of the Amazon Queen, designed, programmed and animated entirely in Australia, has been ranked as the third best selling title from publisher Warner Interactive. It was outsold by two soccer games. "This is great news. Given that England is football mad I think this is quite a feat for us to achieve," said John Possfield, co-founder of Gee Whiz! Entertainment.. Next up from them will be a deluxe version of Flight of the Amazon Queen for Windows 95. Expect it mid next year.*

*Nine of the major licensed computer game distributors, members of the Australian Visual Software Distributors Association (AVSDA), have enlisted the services of experienced private investigators to combat the problem of illegal software circulating in Australia. Under the direction of Stephen Howes, whose company has been fighting video piracy since 1982, the newly created Australian Film and Visual Security Office will target all dealing in pirated or illegally imported games.*

*Spectrum Holobyte has secured the license to produce a game based on Star Trek: First Contact. The film, which will be released early next year, features the Star Trek: Next Generation crew and attempts to take over the Enterprise E by a Borg. Spectrum Holobyte, who are currently working on a game of Star Trek: Generations, say that First Contact is an action game set in a real-time 3D environment. Don't expect a Quake-like blast fest though. First Contact will require you to develop new weapons and other technological advancements, even take on the role of one of the many crew members to thwart the Borg's attempts to gain control of the Enterprise E.*

*Phantasmagoria landed in hot water with its realistic and horrific graphics. It was banned here in Australia, and caused major headaches in other parts of the world as well. So with Phantasmagoria 2: A Puzzle Of Flesh, an editing system will be featured to allow unsuitable scenes to be replaced with re-edited and censored versions. Now, forget the shock value, lets talk content.*

*LucasArts have been very careful when releasing games associated with the Star Wars phenomenon. We've had a space sim, action shooter, and first person shooter set in the Star Wars universe. Now LucasArts have announced that the next new Star Wars game (besides Dark Forces 2 and Tie vs. X-Wing) will be Rebellion, a real time strategy game. You can play for either the Rebellion or the Empire. The aim will be to control and manage resources and channel these to either quash the pesky rebellion, or end the tyranny of the Empire. An interesting aspect to note is that this will not be limited to just one planet, but many in the Star Wars universe. Expect a detailed preview soon.*

*Speaking of Star Wars, more details have been released regarding the perceived weakness of the Tie fighters when compared to the superior X-Wing. While rebel players will have superior starfighters with shields and the like, the Empire has strength in numbers. Players using Tie fighters will be able to switch between the many ships until they are all destroyed. Cool!*



# hotware

## A complete tool



Never have so many separate shapes of injection-moulded plastic been brought together into one unit, to be known as the "product". Never has the seasoned gamer, hardened to bizarre and extreme game peripherals, seen such a thing - let alone envisaged its potential for existence. Someone did, and the world has the warmingly un-pretentiously named Multi-system as a result.

Looking like it fell off the back of a mecharrior, the Multi system from Tandy is the answer to your prayers - if you sit at night wishing for an all-in-one controller. For that is the purpose of the Multi-system, to be all and everything you'll ever need.

We road-tested one for a few days. What started as a sceptical joke soon evolved into impressed amazement. It really works! Those that love fiddly techy bits and miss their meccano set will love the Multi-system. Various levers and knobs are set to assign whatever form you want it to take. The wheel itself can be folded out, transforming into an aircraft yoke, or the unit's only really silly form - the motorbike handles. Foot pedals come attached by a pleasingly long cable and feel stiff and solid - a bit too stiff for our liking, actually. Switches assign and activate certain features, such as reversing the pedal input so they can function either as driving pedals or flight sim rudders. A plug for attaching a second joystick has been thoughtfully incorporated.

With so many adjustable bits the Multi-system can't claim structural rigidity as a feature. It creaks and wobbles a bit, not badly, as a lot of thought has gone into the design, but it doesn't have the solidity of task-specific controllers. It hasn't got the price tag either. Which is why you should consider it as an alternative to buying a controller for each job. Normally retailing at a reasonable \$199.95, the Multi-system has been reduced to \$149.95 for the month of November.

## Mega-floppies

With the advent of lomega's Zip drive, cheap, easy and portable data storage became widely available to the average user. Following the saturation of the SOHO office scene for quick and easy backups, Zip makers lomega have managed to capitalize on their success by releasing the more appealing successor to the Zip drive - the Jazz Drive.

One of the limitations of the Zip diskette was its maximum size of only 100 Mb. This may seem large in comparison to a floppy drive, but is becoming limiting with 2Gb hard drives becoming commonplace.

The Jazz drive has rectified this by supporting two density options: the 540Mb Disk and the more popular 1070Mb disk. This huge increase in space allows users to easily transfer large multimedia files quickly and effortlessly.

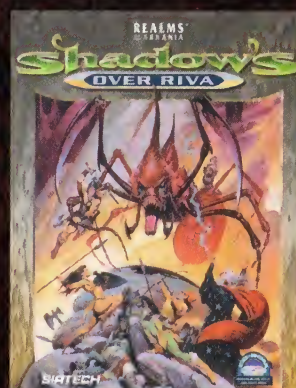
The Jazz drive will out-perform some hard drives for access speed, and the easily upgradable disks should retail for around about \$165. The Jazz drive retails for \$799 for the internal model and \$899 for the external. Available at most computer stores.



## Free range mouse

This is another one for the totally cool but totally unnecessary pile. Techcessories have brought out a cordless mouse for those who are having big problems with that irritable mouse cord. The mouse itself is nothing out of the ordinary. An on/off switch and a small infrared transmitter distinguishing it from the norm. Techcessories have opted for the traditional shape. The mouse is also a little heavier too.

An infrared receiver is located on the face of the recharger (which keeps the mouse battery for the transmitter running), which is connected to your mouse com port. The trick is that you have to keep the mouse within one meter of this base unit, and also leave an unobstructed path to it. Another potential problem is the fact that you have to keep the mouse charged. How many of us will sit down and see the cursor move erratically and slowly because we forgot to leave the damn thing in the recharger? If you've got \$79.95 to toy around with and an iron will than this may be the thing for you. At Tandy.



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TO  
BE...

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This game yet to be classified





# hotware

## Michael Jackson's World Beer Hunter

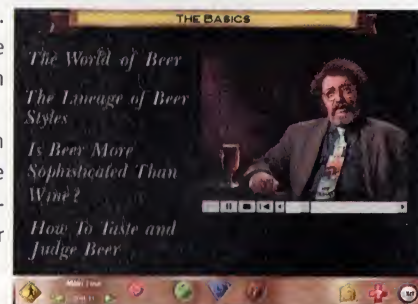


Michael Jackson, as we all know, is a man who enjoys the occasional game of hide the sausage with the boys after school... oops, wrong Michael Jackson, sorry. This Michael Jackson is much older, drinks lots of beer and has never once used a Power Rangers action figure as an implement of seduction. I think. This Michael Jackson is actually the world's foremost expert on the history, culture and manufacture of beer and this CD is an offshoot of a TV documentary series, called The Beer Hunter, which he made for Channel 4 in the UK. So what on Earth is it? Is it a Doom style shooter with you as the hero saving the world's Beer supply from being kidnapped and passed through an enormous extraterrestrial bladder? No no no you fool, get a grip on yourself. Beer Hunter is a connoisseurs guide to beers and breweries all over the world! Yes, this man's job is to tour the far flung corners of the Earth getting plastered and then trying to remember enough about it to make comment. Michael tells us all about different brewing techniques around the world and the ways in which they effect the taste of the finished product. Brief histories of each major brewing region are included too, as is a guide to the world's best pubs.

While Michael may be the world's leading beer dude, he certainly lacks a little in the public speaking department, his narration of the piece has all the zing of a Three Toed Sloth on Mogadon and is just as inspirational. However, if you're a Beer aficionado, or would like to be, this is just the thing to start you off on your quest for the perfect brew.

Enquiries to Dataflow, 02 9417 9700.

G.S.



## Hands-on thrills

Canadian joystick makers Gravis have released two new controllers. Gravis have always impressed us with their clever design and robust manufacture, so we downed tools the day these babies arrived and gave them the full workover.

### Firebird 2

A far more impressive controller is the Firebird 2. The original Firebird was the strangest looking stick on the block, and the new model faithfully honours that tradition.

Set on a huge slab base, the stick itself feels comfortable and persists with that Gravis idiosyncrasy of having a wire run out of the stick, under your hand and into the base. We never understood that...

The Firebird 2 has total of 13 programmable buttons and an 8-way hat switch. The Firebird 2 would be excellent to use with flight sims, although its fantasy/sci-fi looks better suit the Wing Commander style of gaming. The forthcoming Privateer: The Darkening and Tie Fighter vs. X-Wing would be excellent using a Firebird 2.

Other stick makers have a lot to learn from Gravis. Their programming software is a lesson in how to do it right. The drag and drop interface is powerful and simple - a pleasant change

from the ugly and confusing programming methods of other leading sticks. A total of 106 keyboard functions can be programmed - including macros, which ought to cover just about everything your favourite game can throw at you.

The Firebird 2 has an approximate RRP of \$179.95. Enquiries for both sticks to Metro Games, 039 329 2999.

### Blackhawk

At \$104.95 (approx RRP) the Blackhawk is an attractive proposition for those wanting a complete stick without paying big dollars.

The ergonomic handgrip feels very comfortable. Instead of positioning the thumb-button on the top of the stick like everyone else, Gravis have instead put it on the side of the stick where your thumb falls naturally. Concealed under it is another button, with a third (not counting the trigger) on the base. It all looks completely wrong, but makes a lot of sense when you're actually holding the Blackhawk. A throttle is built into the base too, making this one seriously well-equipped budget joystick.

The Blackhawk falls short in a couple of areas. The buttons don't provide enough feedback and the stick has a fairly short throw. But considering the Blackhawk's likely duty as a simple controller for action/arcade games, it's a great tool for the job.

### Firebird 2



### Blackhawk



## The key master

It was quite clear when Microsoft released their Natural Keyboard what the main attraction was: the sleek new design, and more notably, the division of the keyboard into two distinct halves. However, the real issue revolved around the benefit of such a design. Was it much more comfortable? Did it make typing easier? While most will no doubt argue what the real benefit of such a piece of hardware was, it could be agreed that the inclusion of a couple of extra keys (being the Win 95 key and the pull down menu key) didn't really have the desired effect. It raised questions like "How long have you been using Win 95 without a mouse?" and more commonly, "How and why?"

So when we opened the bag of goodies from Tandy and pulled out the Radio Shack Win 95 keyboard, we also had to ask the

question of "why?". Quite simply, the tag of an extra three Win 95 keys doesn't really do much. Putting the novelty of the Win 95 association aside, this is quite a nice keyboard. Firstly, this keyboard is relatively small. It's not as big as the Natural and is set quite low. It's soft touch, which, depending on personal taste, means that this thing can take a bit of a pounding. All the extra key sets (like the function keys, numeric keypad, etc) are quite close to each other. The only noteworthy thing to mention about the layout is the size of the spacebar. Cramping 104 keys onto a small keyboard meant that something had to give way. The result is a spacebar the length of about four keys. This size took a little getting used too.

For \$59.95 you'll get a keyboard that'll stand up to some heavy pounding and features as an extra those trivial Win 95 keys.





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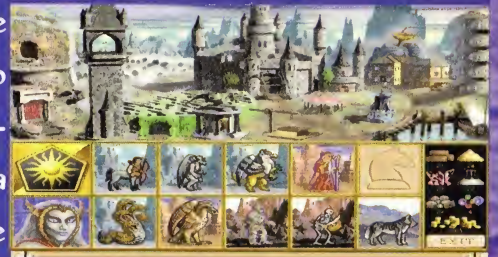
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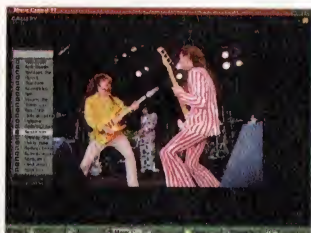
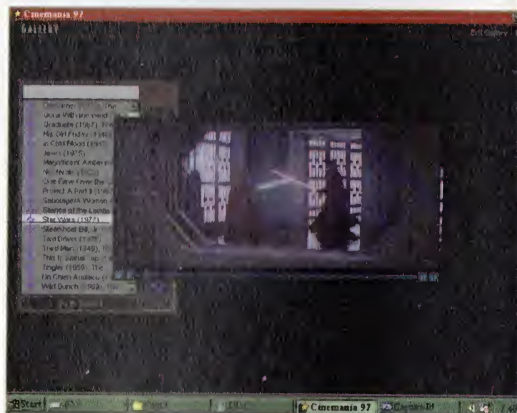
# hotware

## Cinemanania 97

Cinemanania 97 is very similar in concept to Music Central, except for that it deals with movies. This one offers much more content too, as well as brief critics review for most films (Leonard Maltin seems to make a large contribution). To keep the user stimulated, there's a pop quiz that can be undertaken, or a celebrity tour. There's also a biography that details the career of your favourite star. To find a particular film, search for it by word or explore the various categorical entries from the title screen. An interesting feature is the Suggestions button. Pick a film from the list and it will display other films that would probably take your fancy.

Not only do your favourite stars get a mention, but your favourite directors too. The beauty of Cinemanania is the way everything flows from one subject to the other. Links are found a plenty in this one. For example, when you choose Star Wars, a screen shot from the film will accompany detailed text regarding the film. Pull down the critics rating of the film, and then watch a small sequence from Star Wars (in this case the Darth Vader and Obi-Wan Kenobi light saber duel). Throughout the text there are links to almost everything related to Star Wars. Click on the words George Lucas and Cinemanania will bring up a biography of the genius, do likewise with the actor names or relating films.

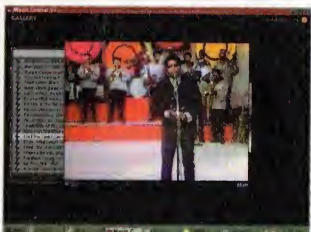
As in Music Central, Cinemanania is integrated with the WWW. Go online and download extra bits that couldn't fit on the CD. A slick package that documents beautifully recent popular cinema.



## Music history on CD

This is an almost complete contemporary musical reference tool from Microsoft. Almost, because it would be impossible to cram every piece of popular music culture on to one disc. That said, Microsoft have done a splendid job. It's essentially a database of most artist's histories and recordings. Look up which tracks were on Redd Kross's *Neurotica*, how long the songs went for and when the disc was released. Almost all obscure bands that you could care to remember (or in some cases, think up) are in this one, but that's not where the strength of this software lies. From the title screen, you can choose to do a whole batch of things. There is the quiz of the day, a discography of the day, even an artist spotlight (which, incidentally, changes everytime you load the thing up). Fun. Choose a topic or even a band name and you'll (in most

instances) be transported to a detailed history of the band - where and when they formed, links to other bands that influenced their direction, and so on. Links play a big part in this title, too. There is always something to click on, or to, But the real fun of Music Central is the massive archive of video, audio and photo stills. Music Central integrates multimedia with text very well, but it is often too tempting to just sit through all the clips on their own. Watch James Brown or Iggy Pop do their stuff, listen to Zappa or Parliament in their prime. A lot of fun. Obviously, for the most frequent of users, the range will no doubt sooner or later be exhausted. That's where the Microsoft Network steps in. Frequent visitations to the Music Central site are rewarded with plenty of updates and expansions to be downloaded. Now the only other thing you need to for this title is a very broad appreciation of popular music in general.



## Ball's out

Now this is a piece of hardware that you're going to have to think about twice before taking home. The trackball hasn't led a very high profile life in the computer industry, and no surprises why. Tricky to get used too, doesn't offer the same degree of control and doesn't feel as natural as the humble mouse. Still, for a trackball device, this RadioShack offering is a good'n. It's large (which may or may not be desirable, depending on your desktop space), solid, and features large buttons that surrounds the actual ball.

This will most obviously appeal to those laptop owners who want to get the feel of commuter computing at home, although some Quakers swear the trackball to be the only True Way. At \$59.95, this one's left up to you.



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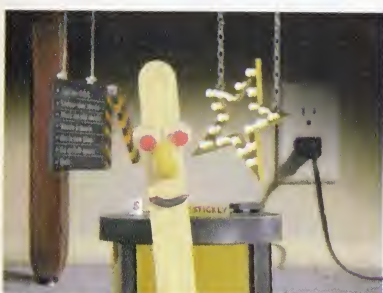
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# hotware

## Nick 3D Movie Maker Microsoft



The introduction of cable TV to this fine land has allowed a whole new plethora of Americanism into our homes and lives. The Nickelodeon channel being one of them. Not your ordinary cable channel, Nickelodeon is the very successful kids channel that's responsible for putting Ren and Stimpy on the air. That and subsequent new toons such as Rocko and Bocky and The Real Monsters.

Published by Microsoft and placed into their Microsoft Kids grouping, the Nick 3D movie maker is a unique 3D authoring tool that gives kids and adults alike the ability to create their own cartoons with the Nick 3D characters.

The Nick 3D movie maker is ideal for kids of all ages. It's very graphically rich, featuring Stick Stickly (a paddle pop stick with eyes) as your animated guide. He zips around the screen introducing the user to the interface, and is only an F1 press away whenever you need help.

From the beginning of Nick 3D you have the option of watching a movie, creating a movie or using the chooseometer - a device that will randomly pick a scene and its characters allowing you to create a story.

Creating a movie is sheer simplicity, the scenes and the characters are easily selected from a colourful interface. At your disposal are all the characters from the 3 Nick toons and a series of props such as slime, which when dropped on a character will appropriately dribble off them.

Because the objects are 3D, animating is simple and a wide variety of pre-programmed gestures are already included. Once a desired action has been selected, such as walk, dragging the object around the screen will automatically increment the frame and animate the object.

The Nick 3D movie maker is a highly entertaining piece of software that will keep its users enthralled for ages. Despite being an educational product aimed at inspiring children's imagination and story telling ability, the Nick 3D movie maker features an abundance of sounds and animations throughout that will amuse and keep them interested, making the learning process very enjoyable.

## Modular sound solution

There has been far greater choice lately when purchasing speakers for your new computer. Good speakers are as important as a good sound card, and developers are happily beginning to fill the void. The technology has always been there, but implementing it effectively has been the trick. We've seen speakers mounted on the side of the monitor to save space, while the bundled jobs found in most multimedia kits are only marginally better than useless. Now, Radio Shack have released an item works well and makes a whole lot of sense.

The stereo speaker amp is meant to sit under the monitor, and can support up to 25 kgs. It's relatively slim and does a very good job of delivering quality sound. Two full-range speakers are built in, as well as a sub-woofer which is located in the base of the unit. We've tested a whole range of computer audio with it and were left very impressed. It added an extra dimension to the music and sound in Quake, although things did get a bit shaky at higher volumes - that sub woofer can really move things on your desk around. Audio CDs played very well, and the controls on the facade were far better to use than software-based controls, or worse, the volume knob on the soundcard itself.

All in all the amplifier reproduced the sounds clearly and loudly. There's enough power in this unit to satisfy most audiophiles out there. Power output is 12-watts per channel, and you can hook up a CD or tape player to the unit. For those that want that little bit extra, external speaker connection is also possible.

There are two models available. The MMS-20 costs \$199.95 and features a graphic equaliser, while the virtually identical MMS-10 comes minus the equaliser, but still holds well in the sound department. This one sells for \$149.95.



### MMS-20



### MMS-10



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### QuakeZone

Welcome to QuakeZone!

QuakeZone is  
"The Official Australian Quake Network!"

Quake is good, but you probably know that already. Fast paced full-on, in your face action. Yes please. But for all the ex-Doom players there is only one way to play and that is with other players. Now unless you possess your own mini LAN or have access to those "work computers" the only real way to play against other people is via a modem. This is good too, but it is still just 2 players. Imagine being part of a 16-way blood bath made up of thirsty Quakers all trying to blow everybody else to bits. QuakeZone offers just that. An online network dedicated to Quake playing purposely built by gamers for gamers, WOO HOO! It lives.

This is not an internet system, although Quake will run over the net via the built-in TCP/IP support, this is a dedicated network with Quake-only network traffic which leads to fast play and no unnecessary network congestion. As anyone who has played Quake over the net will tell you, speed and network response time is vital for a reasonable refresh rate.

Do you think you're a good Quake player? QuakeZone is the way to the truth. Only the really, really serious players survive these battles, while the others become streaks of red pixels scattered over the landscape. It is very fast and very hard to stay alive. With merely 5 or 6 players active, your life expectancy is about 1 minute before someone shoots a rocket your way. Sure you dodge the first, but there is



always another. Weapon and ammo placements are identical to single player mode, as are the levels.

Generally the system runs with seamless ease, except when there are a lot of things occurring all at once, ie 4 people shooting and moving at the same time on-screen. Slight jerkiness can occur at certain intervals which really puts you off, especially during a chase or a 3 way gun fight.

Currently there are only 2 access points for Australia (Sydney and Canberra) but the QuakeZone gang are determined to have one in every capital city and regional area shortly. At the time of writing the Melbourne provider is set to be running in the next month or so. Check QuakeZone's home page for updates on up and coming access points. It's important to note that the access nodes on QuakeZone run separate Quake servers, so don't expect to logon to Sydney and be able to play your mates in Canberra. This feature is planned, but at a later date.

### Getting on

The first thing you need is a copy of Quake. It is important to have the latest version because the server tells your machine what map level it is playing on, and if you don't have that level then you'll get thrown off.

Next on the shopping list is the QuakeZone FAQ (Frequently Asked Questions). It holds all the necessary techie stuff to get you Quaking quickly. This FAQ is a must have, so don't overlook it. It took me and my Win 95 box approx 5 minutes with the right info at hand. You can get this from QuakeZone's web page: <http://www.quakezone.nf>

Next, get an account. For more information on getting an account, E-Mail [info@quakezone.nf](mailto:info@quakezone.nf)

QuakeZone requires a V.34 28.8k modem, so if you don't have one go get one and join the 90's.

Stretch your fingers, dial-up, connect, login and run Quake. It's all too simple.

Matthew Daniel



### CONTACT INFO:

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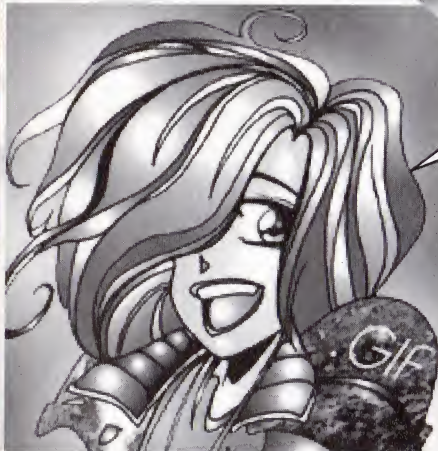
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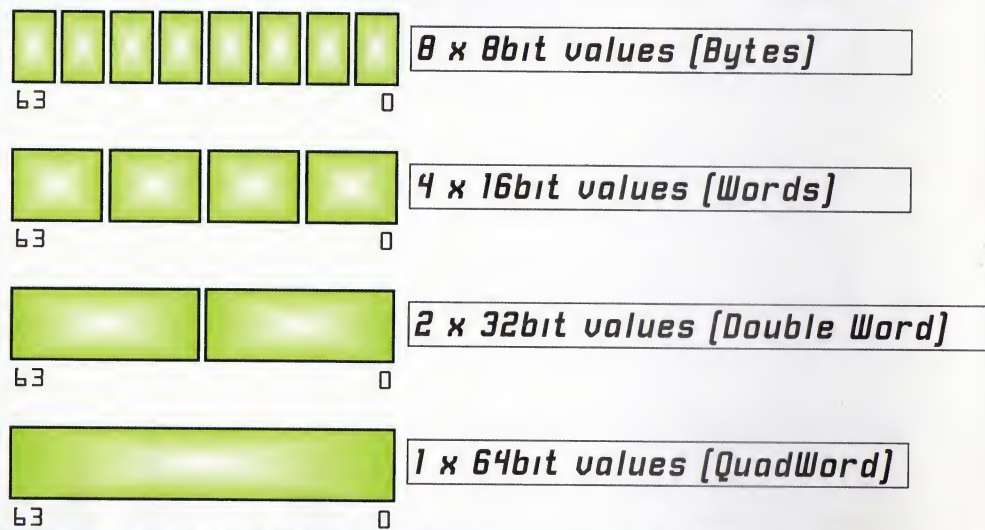
### THE GAMES-PC COMES OF AGE.

**I**n the first quarter of 1997 Intel will release their first CPU with the MMX enabled instruction set. This heralds a new era of increased game speed and dramatically improved multimedia performance. In fact, any program that has to perform loops of computational instructions using 8, 16 or 32 bit numbers will benefit from MMX. Intel are planning to first release Pentium enabled MMX chips called the P55C. This chip will also be pin compatible with the older Pentium chips and therefore will slot into any of today's Pentium motherboards. At around the same time Intel will also release a Pentium Pro MMX chip called the Klamath. This will be a cost reduced version of the Pentium Pro which will have a larger internal cache and have its secondary cache external to the chip, unlike the current Pentium Pro which has its cache onboard the CPU.

#### MMX?

MMX is a set of 57 new instructions that have been added to the current instructions set on the Pentium CPU. These MMX instructions will allow programmers to perform operations on small data sets in parallel. Up to 8 instructions can be executed at the same time using a special technique called SIMP (Single Instruction Multiple Data), allowing one instruction to work with multiple data elements. What this effectively means is that programs that require repetitive instruction loops (e.g. decompressing pictures) will be greatly sped up. Games tend to include a lot of these loops, whether it be calculating 3D coordinates or throwing graphics on the screen. Thus, they would be greatly enhanced speedwise if they used the MMX instructions. Programmers will have to incorporate this code into the games, which shouldn't require a tremendous amount of additional coding.

As well as the 57 new instructions there are 8 special 64bit MMX registers. Instead of having to put the silicon into the CPU to create these new registers, Intel have used the first 64 Bits of the 80 Bit registers that are already in the FPU (Floating Point Unit). These MMX registers will allow either eight 8 Bit (byte), four 16 bit (Word), two 32 Bit (DoubleWord) or one 64Bit (QuadWord) values to be packed into each register (see fig.1). The new instructions available will let the programmer perform multiple operations with a single instruction and, depending on the size of values used, will allow up to 8 values to be executed concurrently.



MMX Pentiums can operate in four modes, depending on the requirements of the software.

#### Play power

Games will certainly benefit a great deal from MMX. As most gamers will know, 3D games need a lot of grunt to produce those amazing virtual worlds - especially when using resolutions of 640x480 or higher. To achieve those 3D worlds the programs usually use 4-by-4 matrices that are multiplied with the X,Y,Z and perspective corrective information of the objects many times. Using a standard CPU, many multiple instructions have to be executed one after the other. With MMX, 4 multiple instructions can be executed in parallel, thus reducing the overall number of instructions needed to be processed. Intel state that a usual amount of instructions needed for each vector of a 3D object requires 72 instructions on a standard Intel CPU, with MMX instructions this is reduced to just 28! Less than half the amount of instructions. Using MMX instructions, audio processing and video decompression will be greatly sped up. Even the simple task of putting sprites onto the screen will be greatly sped up using the MMX instructions.

#### Millions of colours

There is another very neat trick the MMX can perform. Most video cards today allow for 24Bit "True Colour" (16.7 million colours). But using 24Bit colour for games isn't really feasible at the moment, as moving 24Bit colour information around requires considerable processing power. MMX will allow games to process 24Bit colour graphics at the same speed as 8Bit (256 colours) graphics MMX. Using 24Bit graphics allows for advanced effects to be incorporated into games. A

technique known as Alpha Blending allows game programmers to add realistic fog effects or water effects in 3D games by giving the effects of partial transparency by blending the images together. This involves an extraordinary amount of instructions to accomplish, as each pixel has to be processed individually. MMX will allow a group of pixels to be processed concurrently. To alpha blend two SVGA 640x480 24bit colour image together would require around 1.4 Billion instructions for a standard x86 processor to accomplish, while the same alpha blend using MMX instructions would only need 525 million instructions, that's a saving of nearly 1 billion instructions. In other words - games looking better and running faster!

#### Happy times ahead

Intel have said that all Pentium and Pentium Pro CPUs will come equipped with the MMX enabled instruction sets as standard, with the first due at the beginning of next year. That's great, but what about all those stock Pentiums around the world that were bought in good faith? Predictably, Intel have promised a P55C Overdrive chip soon after the P55C release. It's a safe bet that there will be a flood of MMX enabled software after the initial release of the P55C, as more and more PC owners get MMX enabled. Games players will be in heaven! MMX is a dream come true, offering arcade quality graphics on a standard MMX enabled system. In conjunction with 3D accelerator cards, MMX will make the PC of next year a disproportionately more capable games machine than anything you can buy today.

Garry Wallis



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A better reason: 12 subscribers this month will win a new joystick to wrap their hands around and make their desk look cooler. We rabbit on about how nice the all-new **Gravis Blackhawk** and **Gravis Firebird 2** are in our Hotware pages. Thanks to the attractive people at Metro Games, we've got six of each to give away. The first 6 new subscribers drawn get the Firebird 2, with the next 6 taking home the Blackhawk.

## So, do it.

**blackhawk**



**firebird II**



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# COMPETITIONS

All entries close November 30th.

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## Mad Fun

Monster Truck Madness is a big, fun kind of game. Microsoft are big, fun kind of people and they want to share the joy. We've got 10 copies of this fine game to give away. The review is on page 62 and reading it improve your chances...

**Q. What are the three different competition types?**

## Mech Feast

Rampaging through the city destroying everything is a special kind of fun. To do it you'll need a copy of the outstanding new game Mechwarrior Mercenaries from Activision. Luckily we have 6 copies to give away, so answer the question and have a go.

**Q. What epic battle is the game's climax?**



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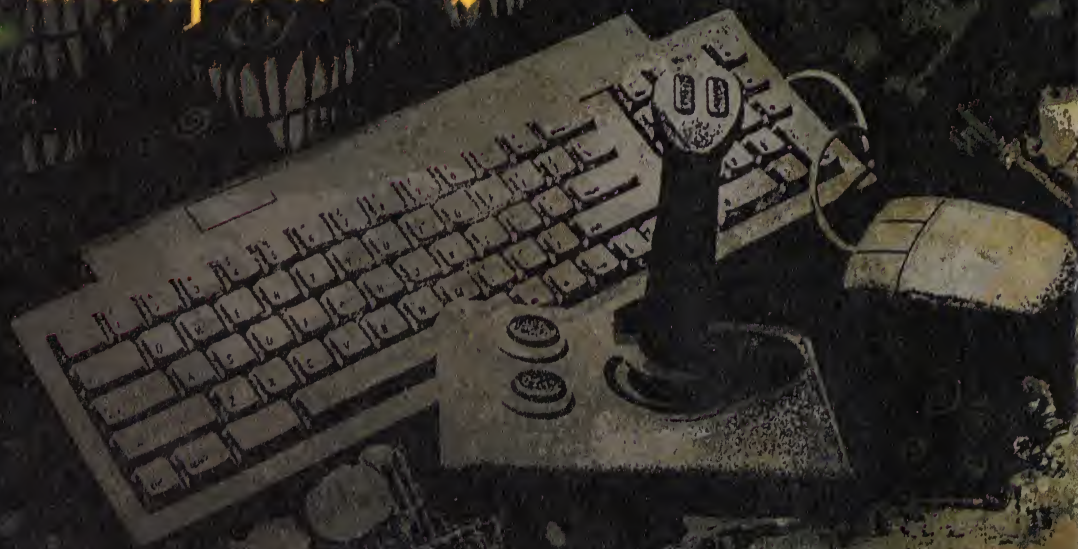
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## Rally good game

On page 56 you'll find a review of the excellent Rally Championship. This is the best Rally sim around and we want you to have a go at it. So do Europress, who were kind enough to let us have 6 copies for this competition.

**Q. What cars can you drive in Rally Championship?**

## Regrets: You'll have a few

Scoring 95%, Crusader: No Regret is clearly one game we like a lot. We think you will too, so together with Electronic Arts we set up this competition. 6 copies are up for grabs. Good luck!

**Q. How many weapons can you use in the game?**



## Issue 5 winners:

### Subscription prize.

Shane Scott, Condell Park NSW.

### Time Commando comp.

A Coffin, Cobbitty NSW - N Measday, Victoria Park WA - T Wilkin, Launceston TAS - M Hayward, Newport NSW - Peter Chennell, Torrensville SA - P Marciano, Alfred Cove WA.

### Logitech Wingman Warrior comp.

A Ibbs, Cohuna VIC - S Radke, Magill SA - D Pan, Baulkham Hills NSW - N Kelly, Camden NSW - E Carson, Buronga NSW - J Aracri, Killarney Vale NSW - L Krushka, Scottsdale TAS - D Gilbert, Tighes Hill NSW - B Reed, Gaven QLD - B Temperly, Surry Hills NSW - N Mottram, Mt Eliza VIC - G Petchkovsky, Hazelbrook NSW - J Darling, Thirlmere NSW - B Windred, Cammeray NSW - R Jones, Coooks Hill NSW - C Mailhot, Snug TAS - A Pearson, Chermside QLD - T Mitchener, Bexley NSW - D Rule, Werrington NSW - J Chapman, Happy Valley NSW.

### Close Combat comp.

N Farncomb, Silverdale NSW - L Anderson, Port Douglas QLD - J Logue, Wattle Grove NSW - C McKay, Nth Dandenong VIC - E Apoderado, Calwell ACT - M Nosíara, Colonel Light Gardens SA - R Cerreto, Bundoora VIC - S Martin, Thornton VIC - C Reid, Pt Augusta SA - P Joannou, Coffs Harbour NSW - C Bailey, Redhead NSW - A Jupp, Bruce Rock WA - S Xing, Modbury SA - S Cosheril, Cheltenham VIC - S Van Eysden, Ulverstone TAS - D James, Sunshine VIC - C Hulsebusch, Bayswater Nth VIC - A Croucher, Bligh Park NSW - G Grace, Mackay QLD - T Learmonth, Regents Park QLD - P Charter, Page ACT.

### Game Guru comp.

N O'Rourke, Mt Lawley WA.



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# ***BLOODY GAMES!***

## **SEX, VIOLENCE AND VIDEOGAMES**

IT'S THE BIGGEST ISSUE FACING GAME PLAYERS - AND IT'S MOSTLY OUT OF OUR CONTROL. GAMES HAVE BEEN BANNED ALREADY AND STILL MORE WILL BE IN THE FUTURE. GARETH JONES LOOKS AT THE HIGHLY CONTENTIOUS ISSUE OF VIOLENCE IN GAMES...

As you turn the corner, you notice your best friend run past an open door across the room. You decide it's time for some close up work and raise your shotgun. Closing in on him from behind you splatter his insides all over the room before he knows what's happening. The score now stands at you 7, him 3. A message flashes across the top of the screen 'Dinner time, gotta go. Cya'. He leaves the game and disconnects. Your bloodlust isn't satiated though, so you go to the garage, grab your gun and head for the streets.

But this isn't what happens is it.



Do you gain satisfaction from killing your friends in computer games? Do you enjoy mercilessly destroying all your friends planets or cities in your favourite strategy sim? Do you enjoy watching your friends' F-16 plummet to the ground engulfed in a fireball as a direct result from one of your missiles? Of course you do! There's nothing wrong with that. Games are fun, games are a challenge. That's why we play them.

As little as ten years ago, the issue of computer games and violence was a relatively small one. Today, it is generating quite a lot of interest from concerned parents, the media and the Government. This is partly due to the increased popularity of personal computers, though it seems to have more to do with the increased graphical capabilities of modern computers - the better the images, the more explicit the violence can be. The games are getting more realistic, and there is growing concern that children are becoming adversely affected by modern computer games. The concern is that children are becoming desensitised to the violence, more so than from television because they actively participate in the bloodfest rather than sit and passively watch it. Certainly a case can be made that children need some form of supervision from explicitly violent games, especially those with sexual content, but children aren't the only section of the community that play computer games - not by a long shot. The annual report for 1994/5 from the Office of Film and Literature Classification (OFLC) noted that "industry sources suggest the number of adult players is also increasing." This is news only to them, PC gamers are for the most part, due the complex nature of PC games, adult. The recent PC PowerPlay readers survey confirmed this, with over 60% of readers over 18.

Still, gamers come from all age groups, and children do form a large part of the market but there is an increasing number of mature and responsible adult type people that are avid gamers. These are people who can vote, purchase R-rated videos, drink, drive (though not together) and they form a significant and growing part of the gaming community, particularly those between 20-35. Sure, there's a lot of kids who are avid gamers too, but ninety bucks for a new game is a lot of weekends spent selling newspapers. Irrespective of age though, is the potential there for gamers to lose the ability to discern between real life and simulations? We're going to take the plunge and have a go at finding out.

### **VIOLENCE!? WHAT VIOLENCE?**

Contrary to popular belief, games aren't generally refused classification by the OFLC because of violence alone. Of the three games that were refused classification for 1994/5 (roughly one percent of all those submitted for classification), Dream web was considered to feature 'scenes of sexualised violence', Voyeur featured 'sexually explicit language' and Strip poker showed 'female actors bare breasted'. As such all three breached the guidelines of the Classification (Publications, Films and Computer Games) act. All three were refused classification because of some sexual content, rather than violence alone. The fact remains though, that computer games generally tend to be violent, the player is often responsible for up to thousands of 'deaths' each game. Then again, that's not all that many compared to Arnold Schwarzenegger's career 'kills'.

Games generally tend to fall into three categories with respect to violence. There's the full on, in your face gratuitous violence of the first person perspective shoot-em-ups such as Doom, Duke, Quake and combat flight sims, as well as Ninja warrior beat-em-ups like Mortal Kombat and so on. Then there's the gods perspective real time strategy sims that include C&C, Warcraft 2, and Settlers 2. Thirdly there are role

playing games, like the Ultima series. There are other genres of games that feature violence, and also many games today are combinations of different genres so there's always going to be examples that don't fit these categories.

Of the three, not surprisingly the first category has come in for the most attention, partly because they are the some of the most popular games of recent times and partly because they feature fairly explicit violence. With some of the others, as the player you are commanding forces, whereas with the first person perspective or Ninja warrior you are the forces. With today's 'ninja power pc's the potential is there to display fairly graphic violence, albeit in a fairly cartoonish style.

### **PCS THAT AREN'T PC**

Space invaders was a pretty cool game, wasn't it. Down at the local bowling alley you'd be there hunched over the table console, the horrors of your maths homework forgotten for a while. Move your little sprite missile launcher to the left, fire a missile at 'alien' sprite. Defend those bases! Space invaders was a test of skill and reflexes, it was you and you alone that could save the Earth from alien invasion. What has changed though, really? True enough, in Doom and Duke Nukem the aliens have gone a little further and invaded Earth (perhaps you weren't quite good enough at space invaders?), but the basic premise is still the same.

First person shoot em ups are, if you like, logical extensions from space invaders. The graphics are a hell of a lot better, and you've got more cool weapons, but it's still you versus the evil alien hordes. If Doom is a sort of progression from space invaders, then was space invaders violent and potentially harmful to you at a more tender age? If, as I suspect, you are shaking your head vigorously then I find myself agreeing with you. The increased realism through better graphics, and just plain more computer power (grunt grunt) marks first person shoot em ups as more engaging, and yes more violent, for the gamer, which is to be expected considering the time difference between the two.

Bash em ups like Mortal Kombat et al, traditionally a favourite of the console crowd are crossing the bridge to the land of PCs lately too, so they also deserve a mention. These games come from the arcades, and feature







some of the most explicit violence to be seen in computer games to date. The special moves, like the one where you jump up into a triple somersault, land on your opponents head and rip his brain out through his nose (you know what I mean, just press up, down, up, left, up, up, down, button a, then button b and c together three times while reciting the Liberals policy speech backwards) do

tend to be a just a tad on

the gruesome side, but are they likely to turn otherwise placid accountants into homicidal maniacs? The challenge of these types of games are to out think your opponent, to perform moves that better his. If he blocks, jump over him and kick him from behind. The aim is to think faster and react quicker than your opponent, the gory results are just proof of your supremacy.

Then there are the classic text adventures like Zork and Hitchhikers Guide to the Galaxy. In today's terms, a single player MUD. The text only interface required you to interact with what you were told was in the room:

***YOU ENTER THE DOOR. THERE ARE EXITS TO THE WEST AND NORTH. YOU SEE A RAZOR SHARP SWORD OF DRAGON SLAYING (+80 TO HIT), A PIECE OF SLIGHTLY GREEN CHEESE AND A VERY LARGE DRAGON.***

***THE DRAGON NOTICES YOU AND LICKS ITS LIPS IN ANTICIPATION.***

***>GET CHEESE***

***YOU GET THE CHEESE. IT SMELLS A BIT FUNNY***

***>KILL DRAGON WITH CHEESE***

***YOU DIE A HORRIBLE DEATH, AND THE DRAGON EATS THE CHEESE. YOU HAVE SCORED 12 OUT OF A POSSIBLE 897 POINTS. YOU ARE VERY BAD AT THIS. HAVE YOU CONSIDERED TAKING UP TEN PIN BOWLING INSTEAD?***

Again, contemporary adventures are built upon the same guidelines. You have a quest/mission/love interest to save and have to find stuff and use it. RPGs today are likely to feature cool SVGA graphics (well, (the good ones anyway) and possibly FMV cut scenes. But what about violence? From typing 'kill dragon with cheese' to clicking on the cheese icon and then the Dragon things haven't changed all that much in the world of RPG's. The violence in most games of this genre is understated, and fairly innocuous. Modern RPG's are becoming more like an alternate life though, allowing the gamer to enter into the world of the game visually rather than purely through imagination, or rather the imagination is given a bit of a push through the realism of the game.

Real time strategy sims allow the player to take control of an army (or a group of smurf like people as in Settlers2) and use them to defeat an enemy army. As a god type person, you are not directly involved in the war, instead you tell your troops where to go, and what to attack. This removed perspective allows you to remove yourself from the violence, making it seem less real, or at least less affecting to you yourself. With most of these games the strategy is most important, rather than your reflexes. Sacrificing troops as a feint to draw the enemy away from your main attack may seem a perfectly valid tactic to use in a game, but does this affect the way you would view a news report about a massacre of Iraqi troops by a Kurdish faction designed to garner interest in their cause? 'No way!', you're saying. They're two completely different things. It does brings up the question though, of what happens when we play games - are you pretending to be Norman Schwarzkopf, Arnold Schwarzenegger or Bruce Lee, or are you just using the interface of the game to occupy your mind in a challenging way?





## ROLE PLAYING

Most of us don't want to be Marines (they have to get up at 5am!) or medieval Knights (they washed like once a month, if that) or want to be WWI fighter pilots (Cold up there. Rudimentary parachutes. Have to say 'tally ho' all the time), or want to be a General responsible for the lives of thousands of people. We do, though, want to enjoy a challenge in an at least semi-realistic environment. The challenge and continuity of the story, or in other words the gameplay, is what is important to us as gamers, right? The scenario helps to take us away from the everyday, allowing the gamer to join the world of the game. The violence, along with the look of the game, adds to this effect rather than being the reason for playing.

To draw the gamer in to the scenario monsters from the deepest pits of hell are supposed to scare you, and they wouldn't be very scary if they were brandishing feather dusters (unless you're really ticklish). Similarly, part of the fun of playing a game is being able to do things that you aren't allowed to do in real life, like fly a plane, or save the world, or become despotic leader of the world that you 'save'. Games aren't supposed to be like your life, part of the attraction of them is that you leave the mundane real world. You play a role in a fantasy scenario. These fantasy scenarios often involve violent acts towards others though, and as some old toff said. 'Ay, there's the rub'. We're back at the start again. Why are games violent? It's the challenge, you say.

A game presents an alternative world, a world where the character that is controlled by the player is the most important figure in the game. The game world literally revolves around the player. There are very few people that don't like the idea of being needed, of being important to others, of being the best person for the job at hand. But still this does not answer the question of why violence is necessary in games.

I've been dancing around an observation from one of my friends, a self confessed game freak, that it's an innate need for humans to want to dominate, and with males this tends towards physical dominance, hence the preoccupation with violence in fantasy scenarios of games. There isn't much I can say contrary to this, other than it seems too simplistic. I can accept that there may well be elements of this involved, but I find a game to be completely different to real life emotions. This same friend and I had a huge bloodfest session one weekend when Quake first came out. For half an hour we were running around hurling obscenities at each other, chortling with glee when one of us was slaughtered by the other. When we finished we calmly sat around and chatted about a movie we had both seen recently over a cup of tea - hardly a combative atmosphere.

## TO MULTIPLAY OR NOT TO PLAY

Today, if a game is released without multiplayer capabilities, there better be a bloody good reason. The ability to play with or against your friends (or complete strangers through the Internet) has become a staple part of gameplay. The AI is becoming little more than a training ground for many games now, with the real challenge coming against other humans. Violently killing an alien beastie and violently killing your friend are two different things...or are they? It's not that you're killing other humans per se, rather that you're outwitting other people. Playing against other humans is a much greater challenge than AI



as the humans can be unpredictable, they think and act faster and better than the computer can. Human opposition can also react to your tactics, and this is especially valid for strategy intensive games. Playing against the computer, once you discover the hole in their defence that's usually it, exploit the weakness at will until you've won. Humans can change their style of play to counter yours, the end result being a much more intense and enjoyable game.

Beating the computer is still quite a nice feeling for good games. You've battled through many different scenarios, beaten the best the computer has thrown at you. The feeling of elation received from defeating a friend at the same game is immeasurably greater though. Firstly, and most importantly, because there's someone to gloat over. Compare the virtues of raising ones fist in triumph towards the screen as you dispose of the last computer nasty, and typing a message that says 'loser loser, go home and cry to your mummy' and I'm sure you will agree that the latter is a rather childish way to thank your opponent for a pleasant game, though a hell of a fun one. So it's not that Multiplayer games offer the player the opportunity to kill another person, but that it offers the opportunity to successfully out think and out manoeuvre them. Again, the violence seems to be largely incidental.

So, Is There Too Much Violence In Computer Games?

The same kind of question could be asked of monopoly. Is there too much greed in games like Monopoly, or stockmarket, or other







What I want from a game is just that, a game and I suspect you do too. I don't really want it to become too realistic, I like the escapism of games, of knowing that I'm in a simulation. I don't want to physically blow my friends up, but I do love winning against them. I think we just play games to escape the everyday, to enjoy the challenge and relieve some pressure. And what's wrong with that?

**WELL, HAVING HAD OUR SAY ON THIS, WE'D LIKE TO HEAR WHAT YOUR OPINIONS ARE. BE AS CREATIVE AS YOU LIKE. WHY DO YOU ENJOY GAMES THAT HAVE VIOLENCE IN THEM? IS THERE TOO MUCH? MAIL US AT: PC POWERPLAY PO BOX 634 STRAWBERRY HILLS NSW 2012 OR EMAIL AT PCPOWERPLAY@NEXT.COM.AU**

boardgames of that ilk? No-one says that playing too much monopoly might cause you to develop dangerous capitalistic tendencies and try to make all your friends go broke in real life, do they. Games are competitions, from a nice family game of Trivial Pursuit that turns into an all in brawl over whether your sister really rolled that six or not (I still say she didn't) to sophisticated simulations like computer games the overall aim is the same - to win.

There is, undoubtedly, quite a lot of violence in computer games. This is however not a new development. The graphics and overall capabilities of computers have allowed for games to be made with increasing realism, and it seems that this will continue as computers become even more powerful (grunt grunt). One of the most disturbing images I have seen in a computer game was in one of the FMV cut scenes for C&C, when Seth was shot in the back of the head by Kane. The gameplay was nowhere near as graphically violent as this, and the cut scene would be considered nothing out of the ordinary in your average MA rated action blockbuster movie. I found this so confronting because it seemed too real for a game, and I felt that it detracted from the actual gameplay - I wasn't really all that keen to follow Kane's orders after that. The 'reality' of the FMV violence was too much, and detracted from the fantasy of the game.

Realism, though it is on the increase in games may be reaching a kind of critical mass. Do you really want full realism, especially when interlaced with violence? Who stopped playing Duke when you found you could carry 7 weapons as well as enough ammo to scuttle a battleship, and administer gauze and stitches in a split second while still dodging the most evil hordes that Hades could throw at you, all while underwater? Didn't think so. The gratuitous violence that semi-believable cartoon style realism brings to games is more to add to the overall effect of the game rather than to help gamers to live out their sadistic fantasies.

What it seems to come down to is that we live in a competitive and violent society, and an argument can be made that we always have.

## **HOW IT HAPPENED AND WHERE IT'S HEADING**

In late 1993 a number of Senators waved a game called Night Trap around as a disgusting piece of violence that was going to teach our kids that violence was fun. If you have ever played it, you will know how ridiculous that assertion is. This started the political ball rolling, mostly due to the media in my view. With sensationalist articles using emotive words, unsubstantiated claims, half truths, anecdotes and even lies, the community and Government understandably reacted.

The sadness of the process that followed was that a classification scheme was put in place, very quickly, before any research or truly considered information was gathered. A Senate Select Committee was given the task of looking into the issue, with industry and individuals around Australia asked to make submissions to 'inform' the process. The reality in Australia, as in most Western nations, is that the silent majority remains silent. If one reads this report, it clearly illustrates two things. One, the majority of submissions came from what one might call the more conservative individuals, community and religious groups, all of which had set ideas and spoke of anecdotal and unsubstantiated negatives about games and the technology in general.

Second, these people were following the perennial quest of seeking a single simplistic answer to one of the most complex elements of our species, violence. History is littered with such well meaning but naive attempts.

Plato was afraid that if everyone learned to read and write the social structures of the day would collapse. The printing press, the Blackbottom dance, 1950's milk bars, TV, video and film have all been



targeted as the single most negative effect on the society of their day.

Computer games were simply the next in line, albeit wrapped up in the fear of the Internet; another aspect of our developing world that was at that time, and still is, also targeted as the destroyer of stability and motivator of all things bad. If one was to believe the conservative political elements, and much of the initial media, one could also be forgiven for thinking the Internet was the brainchild of sexual deviants and anarchists.

The light at the end of this tunnel (vision!) is the research into computer games recently commissioned by the Office of Film and Literature Classification (OFLC). The three phase project was a sane and considered approach to finding how average Australian parents and their children approached the issues of games. One of the assertions of the Senate group was that parents are not capable of supervising their children's use of technology/games, giving the committee the excuse to recommend a very strict classification regime. The research findings clearly dispute this. It was also the committee's assertion that 'Interactivity' had the potential for long term harm! Once again there was no evidence whatsoever to back this stupid notion.

Of all the aspects that annoy me about the committee's obvious set agenda, none angers me more than the superior and self righteous attitude it had towards the value and integrity of the average Australian parent, and child.

I am sick of people wielding so much power who incessantly roll out statistics on the delinquent, dysfunctional, disturbed and abused within our communities as if they were the norm. They are not! We are all sorry for them and will lend a hand at every opportunity, but they do not represent Mr & Mrs Average and their kids.

Mr & Mrs Average are loving parents who do supervise their children, who are proud of their well adjusted kids and even if they are not techno freaks, can and do have family values, rules and common sense enough to know what is good and bad for their kids and themselves. A society's value system does not arise from laws and legislation, they are what are put in place by that society to protect what the those individual citizens collectively develop as their overall values. They do not need to be dictated to by those with the power to inflict their ideas.

Not one single industry member I know disagrees with the idea of classification. We all recognise it as a valuable tool for young and old alike.

However, in the interests of consistency and adults rights, and in the light of the OFLC's own findings, the naive assertions put forward by this Committee must be laid to rest and those same people should acknowledge that the gaming culture they so adamantly believed was only the domain of children, is actually dominated by those over the voting age, and that number is growing rapidly. And further, that those adults have the right to a classification system that is consistent and equitable to those for film and video.

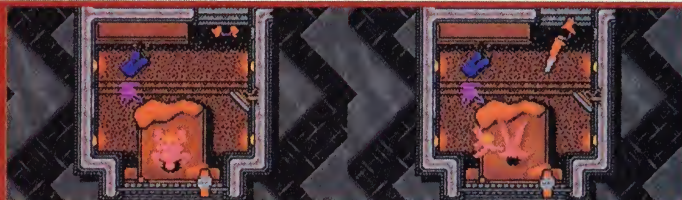
Let me also put one other thing to rest. The members of the OFLC are a group of highly professional, objective and representative individuals who do a truly magnificent job under what is often a very pressured and sensitive political atmosphere. They did not design the scheme they simply attempt to reach the most reasonable and considered decision within the frameworks they are given.

#### **Peter Mackay**

*Peter joined the Film Censorship Board in 1990, and in 1994 was appointed Senior Classifier for Computer Games & Publications. He is now Development Manager with Deathmatch Australia.*

# BANNED

**THESE ARE THE GAMES THAT CROSSED THE LINE. IN EACH CASE IT WAS A PARTICULAR SCENE THAT CAUSED THEM TO BE REFUSED CLASSIFICATION, NOT THE GENERAL FEEL OF THE GAME AS A WHOLE. NOTE THAT DUE TO THE FACT THAT NOT ALL STATES SIMULTANEOUSLY ADOPTED THE LEGISLATION, IT WAS POSSIBLE TO BUY THESE GAMES IF YOU WERE PREPARED TO TRAVEL INTERSTATE.**



#### **DREAM WEB**

A couple are making love on a bed. The view is from above. Ordinarily this; while borderline; would probably have passed. A gunman enters and kills the couple. Bang. Banned. The reason is "Sexualized violence" - a subject the OFLC takes a particularly hard attitude to, whether it be a game or a movie. Sex and violence are two things best kept separate, lest the kiddies get the wrong idea about just how physical passion can become. We agree.



#### **PHANTASMAGORIA**

A couple move into a haunted house. The husband soon becomes possessed. The wife is unaware of this as a scene of passion unfolds, he becomes aggressive and forceful. While she doesn't specifically ask him to stop, she struggles to get away and it is clear she is an unwilling participant in the act. That's rape. Banned. Can't argue with that.



#### **VOYEUR**

The leading man in this FMV game; played by Robert Culp; is reminiscing about the old days with his niece, now in her twenties. She comments on how they used to make love when she was just 14. That's carnal, that's incest. That's the end of Voyeur.



# Terry Pratchett

Discworld author, game inspiration and nice guy.



IF YOU HAVEN'T HEARD OF OR READ ANY OF TERRY PRATCHETT'S DISCWORD NOVELS, THEN YOU'VE MISSED OUT ON THE FUNNIEST SERIES OF FANTASY BOOKS EVER WRITTEN. DISCWORD IS A FLAT WORLD THAT RESTS ON THE BACK OF FOUR GIANT ELEPHANTS WHO IN TURN ARE SUPPORTED BY A GIANT TURTLE NAMED THE GREAT A'TUIN. THE GEOGRAPHICAL FEATURES OF DISCWORD ARE ONLY A SMALL TASTE OF THE MANY ODDITIES THAT ACTUALLY INHABIT THE PLACE. THE CHARACTERS ARE WHAT MAKE THE DISCWORD SERIES SO POPULAR. DEATH, A MISUNDERSTOOD PUBLIC SERVANT (WHOSE DUTIES INVOLVE HELPING THE DEAD MOVE ON TO THEIR "AFTER"), COMMUNICATES IN CAPITAL LETTERS. EVERYONE'S FAVOURITE INCOMPETENT WIZARD, RINCEWIND, SEEMS TO BE ALWAYS RUNNING AWAY FROM DANGER INTO SOMETHING WORSE.

TERRY PRATCHETT WORKED ON THE FIRST GAME BASED ON THE DISCWORD SERIES. IT WAS A VERY SUCCESSFUL GAME AND GOT A LOT OF PEOPLE STARTED ON THE BOOKS. SO WHEN IT CAME ROUND TO DO A SEQUEL, DISCWORD II: MISSING PRESUMED?! TERRY ONCE AGAIN VOLUNTEERED HIS SERVICES. WE ASKED TERRY ABOUT THE GAMES AND HIS NOVELS. WE LEARNT THAT HE WAS A MAN THAT LIKES TO LAUGH A LOT...

**You were credited with shouting at people in the first Discworld game. What role did you play in the sequel?**

I was a little bit more relaxed in the sequel because they had done so well the first time, so I let them have their heads a bit more. It seemed that they could create a game that had the right kind of feel to it, so I didn't have to shepherd them so much. I did quite a lot of work on the script and I made a few visits to their headquarters to see how things were getting along. There wasn't quite so much shouting this time round. I made a few additional suggestions like would it be good idea to get the bugs out before you set it rather than afterwards and stuff like that. As a product, it was a game which was very different to a book. A game has got to do different things than a book has, but yes, I was very pleased.

**So do you think the two games capture the essence of Discworld?**

Possibly the earlier novels. Discworld has changed a lot, the first Discworld novel was published in 1983 and they've evolved a lot over time. I think though that they have captured something of the earlier Discworld books, certainly.

**The first Discworld game had elements of Guards! Guards! While Missing Presumed?! borrows storyline from Mort and Moving Pictures. Did you enjoy working with your older material in the computer game medium?**

I didn't really have to re-work them. I went through the script and kinked with it here and there. The games are set in Discworld, but I don't look at them as a kind of continuation of the books. They are games. It helps if you're familiar with Discworld books but I don't see them as any continuation. All I really had to do apart from getting involved with general discussion was to tinker here and there to get things to flow in what I thought was the right kind of way. In terms of the whole process of making games: I don't think I could sit down and write a game. A man's got to know his limitations. That's a skill in its own right.

**Deciding on voices for the characters must have been important in that to satisfy the personality of that particular character. How did you end up with Eric Idle, Tony Robinson and Nigel Planer?**

We had quite a lot of discussion about voices because they're absolutely important. Tony Robinson has done quite a lot of stuff associated with Discworld here in the UK. He reads the abridged novels and Nigel Planer reads the full-length ones, as well a couple of other things. I knew that they would want to be involved in anything like this and mentioned their names, then the TWG (Teeny Weeny Games) people said "well, we think we can get Eric Idle", and I said that's absolutely great if you can.

**Do you think the graphics and character voices fit your view of Discworld?**

Yes. The Rincewind character especially came across well. And Eric Idle has just the right sort of voice. I have for example my own view of what Cut-me-own-throat Dibbler sounds like. One thing I have learned is that if you're working with professionals in some other field you have to let them do their thing. You can't sit there and force everyone to do it exactly your way because it's just going to lead to trouble (laughs).

**Who was more star-struck, Terry Pratchett or Eric Idle?**

No (laughs), we were quite composed! In fact, in Missing Presumed?! there's maybe more of a Python feel to it. TWG pretty much knew right



from the start Eric Idle was going to be involved and they more or less set up some Python lines for him I think, which has worked quite well. But it was great working with him.

**A lot of people though in the first Discworld game that the Arch Chancellor looked a lot like you. Were you aware of this?**

No, (laughs)! I didn't intend it, whether or not those little scamps along at Perfect Ten did I don't know. Let's face it, any elderly bloke with a beard looks pretty much the same (as I), I should think. Those who played the game all the way through to the end, may or may not have noticed me in the crowd in the big scene at the end, and also several people from Perfect Ten are in there as well (laughs)!



**Did you want to provide any character voices yourself?**

No, no (laughs)! You can tell my voice; I sound like David Bellamy with his hand caught in an electric fire. That would have been dreadful! That also would be getting a little too involved.

**So how many Discworld novels have you now had published?**

Oddly enough this morning I've just opened an envelope from the publishers which had Hogsfather in it, which is the twentieth Discworld novel. It's going to be published in November but heaven knows when it'll get to Australia (laughs)!



*DISCWORD 2 CONTINUES THE UNIVERSE THAT HAS PROVED OVERWHELMINGLY POPULAR FOR READERS AND GAMERS ALIKE.*

**In Missing Presumed?! Death heads off to Bonedie Beach on the continent of XXXX. You seem to enjoy putting in references to Australia in your books as well.**

There's undoubtedly going to be a place in a forth-coming Discworld novel that has a certain Australian feel. Even more so now when it's impossible to switch on a British television between 4:00 and 6:00 in the afternoon without hearing Australian voices on every channel, (laughs) so it's now time to start making jokes about you. I go to Oz now at least once a year. I'm coming over for a holiday sometime in the future but I like to keep quiet about that. The next official tour will be in July. My daughter summed up Australia quite well. She said: "I love this place. It has all the benefits of America without the drawback of actually having Americans". There is a buzz about Australia, it's as simple as that. I jump at any excuse to come down. We try to see a different area each time. We explored Tasmania last time, and we'd like to go up and see Cairns and then go out to The Rock next time.

**Do you have any particular favourite Discworld novel? My favourite was Small Gods...**

We get lots of interesting mail about Small Gods. Recently one of the fan clubs did a survey about their favourite Discworld novel. Small Gods came exactly halfway up the lead table. Some had put it as undoubtedly the best and some had put it as undoubtedly the worst. So it ended up in the middle because there was no-one lukewarm about it one way or the other. I like them all, but in different ways. I've got a soft spot for Mort. I know it was only the fourth one, but it was one that brought a lot of people into Discworld. I've had so much fan mail about Mort over the years. People also like the books with the guards in them, like Men At Arms and Guards! Guards!

**How about characters? I noticed in another survey that Death was the most popular character in Discworld.**

The thing about Death is that he is such a great character to write dialogue for. I have to be very careful not to use him too much. Hogsfather has Death as a major character but I kind of ration myself to how much he actually gets used. It's just too easy really. Any situation can become funny if Death's in it, so I've had to become careful. The other character from which a writer's point of view is a very useful one is Granny Weatherwax. She's another one for which it is easy to write dialogue for.

**What's next for Terry Pratchett? Will we see more Discworld books?**

It's going to slow down a bit. For years and years it's been two books a year and everyone has tended to assume that that's how it's going to go on. Next week I'm doing a US signing tour, I come back for a few weeks and then do a UK signing tour.

I've done some ones in Europe this year as well plus an earlier UK tour and it all eats away at the time. So whatever is going to happen, the output is going to slow and I am tending to other things than Discworld. The trouble is that Discworld is such a flexible place. I can write something like Small Gods which is almost serious, and the sort of knock-about thing like The Light Fantastic. It's very tempting to continue with it. I'm never going to write a book which I will call the last Discworld novel. So there isn't going to be one where I destroy it all in a black hole or something like that (laughs).



special preview

# Cyberswine

Category	Interactive Movie
Players	1
Publisher	TBA
Available	March 97

The east of Sydney is renown for its beaches, fun runs and upper class life style. But now with the emergence of a revolutionary new programming team called SAND, a division of Sega/Ozisoft, East Sydney is about to be put on the map as the birth-place of the Australian International entertainment programming scene. Intent on making an impression, SAND's first product, Cyberswine, isn't a game but a revolutionary new form of entertainment that is set to thrill.

Cyberswine is based on the Australian comic of the same name. Development started about 2 years ago where SAND set out to get into games, but quickly decided that they didn't want to compete on the console market against companies the likes of Sega of Japan. Instead, they've targeted PCs, Saturns and an older age group.

Says Anthony Rose, Technical Director of SAND: "We just didn't identify ourselves with the console market. We'd passed the age group of slaughtering monsters for many hours. Instead, we wanted something that we could get home from after work and thoroughly enjoy for a couple of hours. Our research indicated that many people bought Myst and other games that took upwards of 80 hours to play but never actually finished because they never had the time."

## A new genre

The solution to this problem is that SAND have redefined their targeting scope to a new majority of people, those that hire a video for example. They're not trying to resurrect long dead technology such as CDI or MPEG, instead they're adding a dynamic new form to the

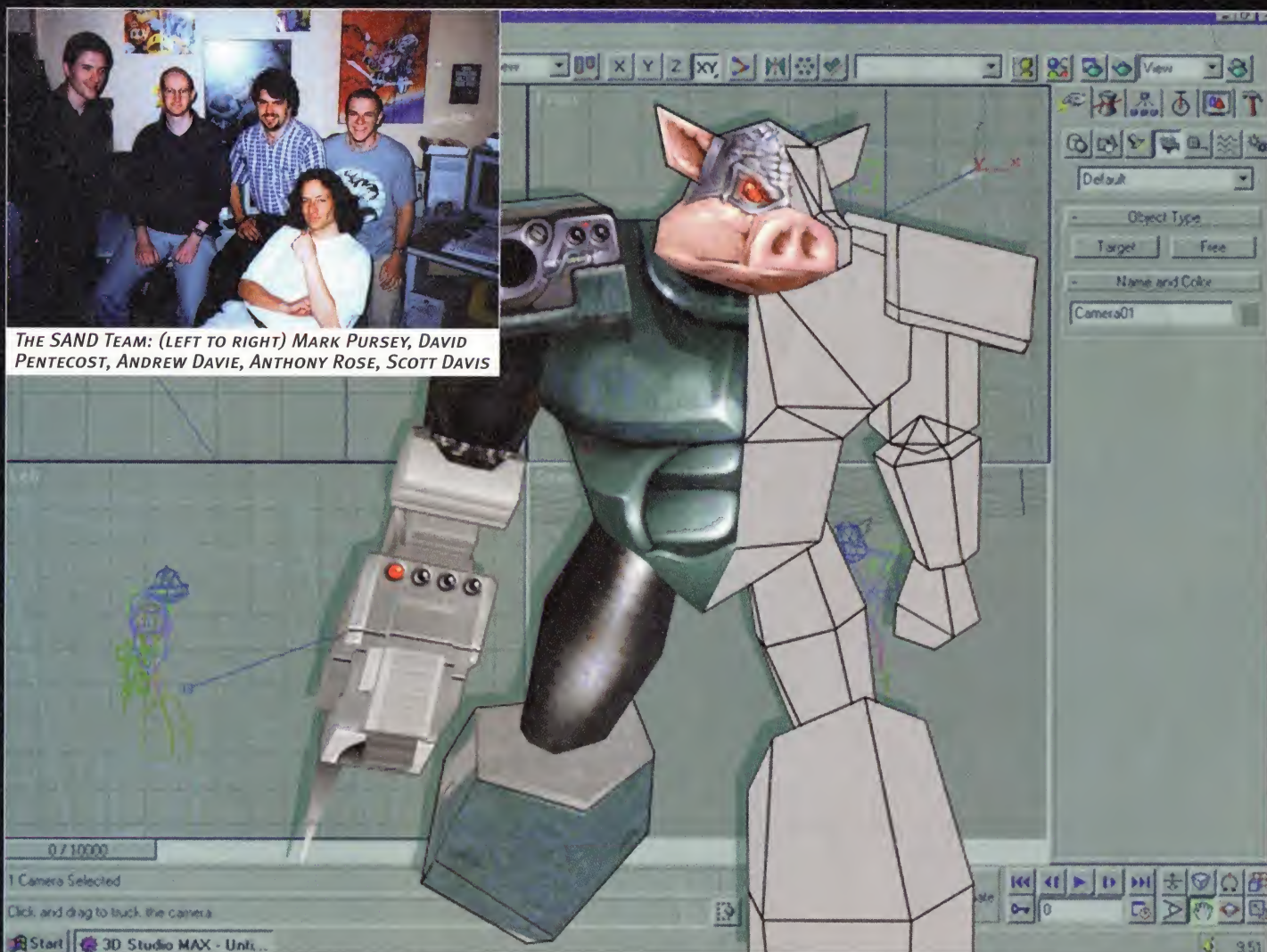
entertainment industry, truly blurring the lines between computer and TV, they have come up with super high quality realtime 3D movies.

Not intent on generating a new form of entertainment, SAND are also setting new development standards. Anthony Rose had this to say about the games development cycle: "Traditionally you had a person write a synopsis, who would give it to the programmers. A few years and a few million dollars later, you'd have a game. That was great while the synopsis was a few lines that said 'cars go round race track really fast!'. However in our case where a traditional film script may be 100 pages, ours are 400 - 1000 pages which you can't give to programmers and say "make me a game".

The reason for this large increase in scripting is because Cyberswine is an



THE SAND TEAM: (LEFT TO RIGHT) MARK PURSEY, DAVID PENTECOST, ANDREW DAVIE, ANTHONY ROSE, SCOTT DAVIS







interactive movie, but not in the way you've become accustomed to, where video clips fill in a basic story for a conventional game. As the movie is dynamically playing, Cyberswine features a transparent user interface. By just using the left or right mouse button, you influence situations within the movie. The left mouse button means "No, I disagree, don't do it", the right mouse button is "Yes, I agree, go ahead and do it."

#### Unique AI

The use of the mouse within the game is not pre-empted with a static menu like In Wing Commander III and IV, but instead the action never stops. Things keep going perpetually and it is up to the script writer to put visual or audio cues in the script to let you subtly or blatantly know what is going to happen if you do or don't interact.

For example, in a scenario let's say our hero walks into a bank whilst a hold-up is in progress, he reaches slowly for his gun, you as a viewer may miss the cue entirely and not know that it's a cue, however if you're attentive and watching you can influence the outcome.

The uniqueness of Cyberswine really extends from this scenario. If no choice is made it will proceed towards the plot branch and the internal mood database will look at the closest target moods and make a decision based on it. The important thing is not only interactivity but consistency. For example, in a traditional adventure, if you choose against a situation, the system knows nothing about your character, it has no intelligence, nothing to base itself upon the sum of the inputs you've already made. To overcome this, SAND have developed an internal mood database.

The internal mood database is essentially an n dimensional hypercube where different emotions are assigned to the axis. For example on one axis there could be aggression and the other intelligence. A character like Rambo is high in aggression and low in intelligence which corresponds to a point in the N dimensional hyperspace, and someone like Columbo is high in intelligence and low in aggression, would be a different point. As for the hero in the story, his point will drift

around depending on his actual moods and your own input from the mouse.

Consistency is the key. When it comes to making a branch decision, the system looks at that database, not at your mouse activity at that time. If your input is suddenly out of character it will not be accepted. You're affecting the mood database. If you chose however not to interact, there is already information in the database that describes the character. Not interacting can be just as important as interacting.

#### Breakthrough 3D

Viewing Cyberswine even in its present development stage is a glorious phenomenon. Any negative pre-conceptions you may have about a movie made of 3D graphics has to be forgotten. The 3D characters are mapped with extremely high definition 16 bit textures and look just incredible. To the credit of the monumental talent in this team, they take a 3D Studio file and render it real time. Cyberswine sways beautifully around the screen with advanced motion techniques and if it wasn't for the fact that they could run it in wireframe mode you'd swear you were watching an AVI!

Cyberswine deserves to take the world by storm. The quality of the development that has been done on our own shores overshadows our greatest cinematic achievements. Cyberswine is a great idea lovingly being carried to fruition by a dedicated and highly skilled group that work together harmoniously as a team.

J.L.





# Daggerfall

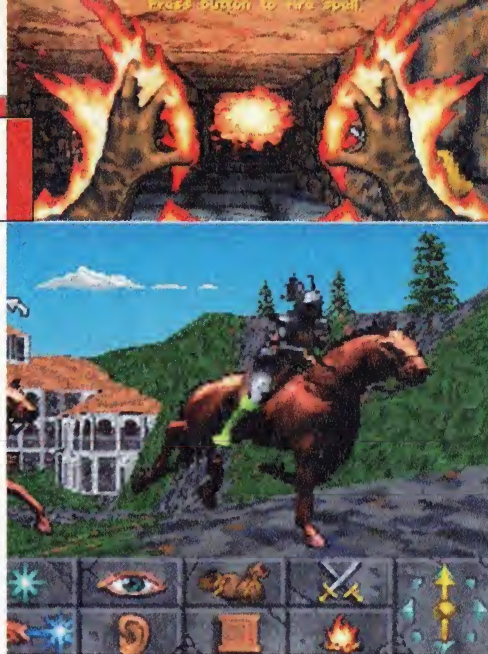
Category	RPG
Players	1
Publisher	Bethesda
Available	Dec

**A**t last! An RPG done right. From Bethesda this Christmas comes The Elder Scrolls: Daggerfall, which is the sequel to The Elder Scrolls: Arena.

For way too long RPGs have clung to antiquated design conventions. Nobody seemed prepared to try anything really new, while alleged breakthroughs like Stonekeep were just more of the same old same -just a whole lot more of it in one big and boring game.

Daggerfall is huge. With no set routes the player is free to run amok in the world's cities and towns, interacting with hundreds of characters and signing up for thousands of quests. Over 30,000 square miles of terrain has been created and it all looks fantastic.

Bethesda claim their game to be fully 3D, with player movement more like a Doom or Quake game than the silly one-big-step movement of older RPGs. Bethesda have also



created a new camera system that allows the player to look freely in any direction. Bethesda actually recommends a joystick for getting around! That's gotta be a first for an RPG.

The meat of a good RPG is how effectively you can tool around with spells, potions and the characters that accompany you. Daggerfall's designers claim to satisfy in that important department, with a new level of AI in the game that should keep RPG fans off the streets for months. B.M.



# Dogday

Category	Adventure
Players	1
Publisher	Asylum
Available	Nov/Dec

**A**ustralian game developers used to be a rarity, a novelty scoffed at by "proper" developers in England or America. No more. The level of professional expertise is now at least as good as the overseas outfits, while in many cases we're forging ahead and not waiting for anybody.

Case in point is Dogday from Asylum. This futuristic adventure game should be out by Christmas, and the beta we've been playing shows the game to be of truly world-class standard.

Set in a dark future, Dogday has you joining an underground organisation dedicated to fighting the totalitarian regime that is making everyday life miserable. Post apocalyptic nightmare worlds of the future are a dime a dozen, but the gameplay in Dogday is an exceptional piece of work. To keep things off-balance, the game world is a canine one. In other words - you're a dog.

The scenes are beautifully rendered. These aren't flat Myst worlds, these are dynamic 3D



settings that offer a surprising amount of interaction. Sensible interaction too. The stuff this game has you doing isn't of the obscure and meaningless Sierra variety, but rather the real-world style puzzles that please us game reviewers so much.

Dogday is no walk in the park though. From the start the atmosphere sucks you right in there, this is not a cheerful place and the artwork carries this feeling effectively.

With a shortage of quality adventure games, Dogday should make its mark in the crowded Christmas market. Look out for it and watch for the PowerPlay review soon. B.M.





# Gene Wars

Category	Strategy
Players	1-4
Publisher	Bullfrog
Available	Nov/Dec



Can Bullfrog do no wrong? Are they *capable* of making a bad game? It seems not... Bullfrog's trademark is originality. Their games are always unlike any other, and are always addictively brilliant. Next from the company with the golden touch is Gene wars, a strategy game that'll have you re-thinking the traditional approach to strategy games.

The plot, which is actually relevant to gameplay (another Bullfrog innovation!); has an advanced race overseeing less sophisticated races as they engineer barren planets for habitation. There are 24 worlds that need sprucing up. To get the job done you land with a small "away team" of specialists.

The need to build up a basic infrastructure should please fans of C&C and Warcraft style games, but that's about the only similarity. The foundation of the game is genetic engineering. Enemy races will be competing with you on each world, but instead on conventional weapons you'll be defending and attacking with creatures that your Geneticist has concocted.

Besides the Geneticist, your team comprises an Engineer, a Botanist and a Ranger. Each can perform many tasks and each should be guarded preciously. They aren't meant for front-line combat and the loss of any team member will severely hamper the potential of your campaign.

Bullfrog have created a stunning graphic style for Gene Wars. The terrain in SVGA looks sharp, solid and tangible. The structures are a little on the wild side, and an especially nice touch is the 1940s style spaceship of the advanced Ethereal race.

Gene Wars looks to have it all - flash graphics, gold-plated gameplay and an completely fresh feel to it all. B.M.

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# CyberGladiators

Category	Beat 'em up
Players	1-2
Publisher	Sierra
Available	Nov

Sierra claim this to be the best fighting game ever developed for the PC. Based on the beta we played they may have a point - but only on a technicality. There simply isn't any real competition in this genre that calls the console home. Virtua Fighter from Sega is actually the best, but it wasn't developed specifically for the PC, was it. Then there's the overhyped and very average FX Fighter, which was adequate, but brought nothing new to the well-worn genre.

Like the fearfully bad Rise of the Robots here's a game with machines going the tonk. Unlike Rise of the Robots, there are more than a couple of moves for each fighter. Around 50 for each of the 10 Cybots, as they are known, in fact. This variety ensures CyberGladiators meets the pre-requisites for a beat 'em up. What's needed is something a little special to lift it above the crowd. That comes in the form of two neat tricks: you can

use incidental objects like rocks as weapons, and you can sever limbs during combat. Visions of the Black Knight scene in Monty Python and the Holy Grail are unavoidable. Facing an opponent who's soldiering on with only one arm or hopping about on only one leg sounds like great fun.

Controlling the action is possible with the keyboard or a standard joystick, but for fighting games a control pad is a must. The Cybots have a standard array of moves, with options for either strong or fast kicks and punches. Variable resolutions help the CPU demands these games tend to inflict.

This one could be fun, watch for the full review soon.

B.M.



# Flying Corps

Category	Flight Sim
Players	1-12
Publisher	Empire
Available	Dec

It's about time we had another WW1 flight sim. These slow and fragile machines are the embodiment of air combat. The thrill of close-in dogfighting can't be matched by jets, it's an entirely different attitude that's needed to stay alive in these paper kites.

Flying Corp features six aircraft from both sides, for your money you get the: Sopwith Camel, Fokker DR1, Nieuport 28, Albatross DIII, SE5a and Spad 13. Empire claim that their flight characteristics are completely accurate - but that's what all flight sim makers say so we'll wait and see on that score. They certainly look the part, 640x480 is the lowest resolution and if you've got an 8Mb video card and something like a quad-Pentium 200 it'll run at 1600x1200. Somehow we think that not even the developers have seen it run playably in that video mode...

Players will have more to do than just shooting down other aircraft. Ground attack features strongly and a full career mode has been designed that rewards performance with promotions and an increased responsibility.



Do well and you'll become Squadron

Leader. Besides making you more attractive to the local womenfolk, this rank lets you design your own missions and take control of the air war.

Four campaigns are built into the game. Each recreates a period of the war and the dynamic war environment means defeat is a real possibility.

Flying Corp is looking good for Christmas, and we're looking forward to jumping into the cockpit and telling you all about it.

B.M.





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It's actually quite likely that

**Phantasmagoria 2** will be banned, but if it is allowed into Western Australia, then Popcorn will have it available via mail order to everyone! Call now to reserve your copy...



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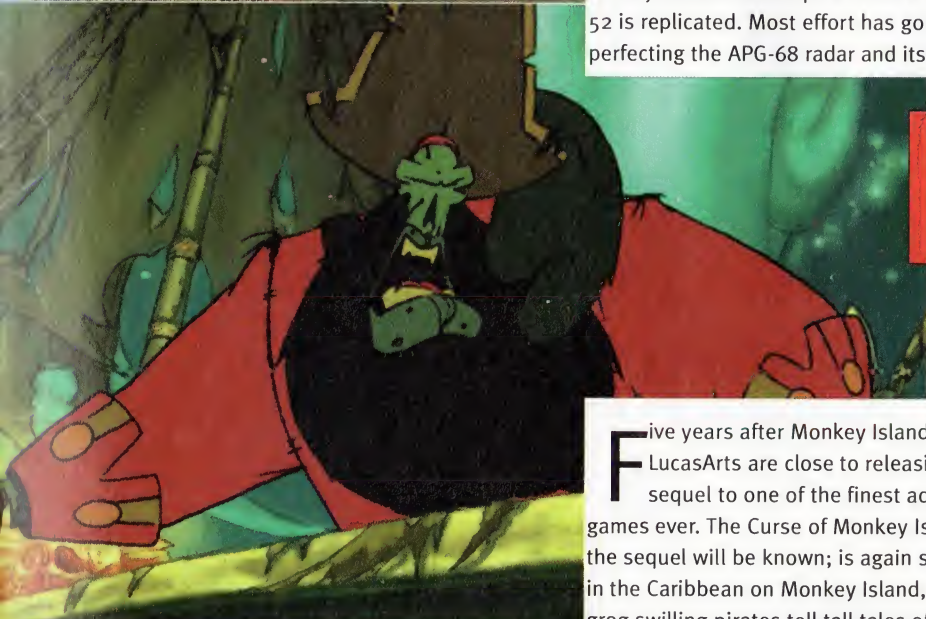
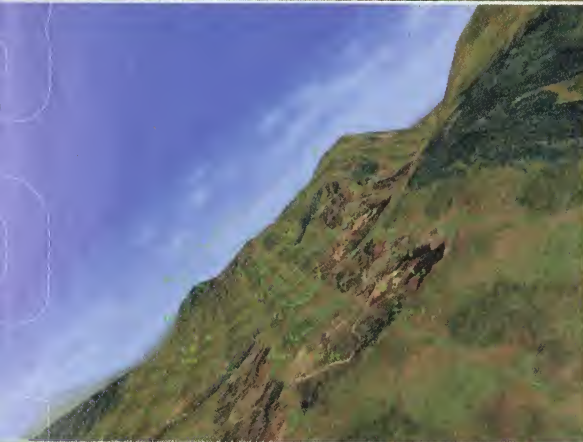
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# falcon 4.0

**Category** Flight Sim  
**Players** 1-TBA  
**Publisher** Spectrum Holobyte  
**Available** June 97

**T**he rumour and speculation surrounding Falcon 4.0 grows in intensity the closer we get to the release date. Members of the flight sim community speak in either tones of mystical reverence, or contemptuous derision - dependant it seems, on their patience and susceptibility to hyperbole.

After several "concrete" release dates passed, the goal now is to ship Falcon 4.0 "no later than the first half of 1997". Who's to know... What we do know is that the day the game is eventually released will be the beginning of a new era in combat flight sims.

The setting will be a new Korean war. The lush green and heavily contoured terrain is perfect for simming over, while the familiar arsenal of the team sponsors America and Russia will make for an easy transition to what will undoubtedly be the most complex sim ever.

Every declassified aspect of the F-16C Block 52 is replicated. Most effort has gone into perfecting the APG-68 radar and its many

different modes. Besides being able to adjust the azimuth and elevation scans, search range and doppler notch size, pilots will also be able to order wingmen to use their radars in particular ways.

To compensate for such stress-inducing complexity, the Falcon 4.0 team is working on several padlock-view modes to make things easier. The game will also offer just about any form of cockpit - from the standard "fixed on screen" panel to a full-screen HUD-only viewpoint.

The accuracy of the flight-model, combined with the faithfully reproduced avionics and breathtakingly beautiful terrain will take its toll on your systems resources. Spectrum Holobyte are expected to build-in support for the MMX Pentium, and will probably support the 3DFX accelerator.

Designed from the outset to be a multi - player vehicle, Falcon 4.0 will still offer many single-player missions. We'll tell you more about this amazing sim as the next "concrete" release date approaches. B.M.

# the curse of Monkey Island

**Category** Adventure  
**Players** 1  
**Publisher** LucasArts  
**Available** June 97

**F**ive years after Monkey Island 2, LucasArts are close to releasing the sequel to one of the finest adventure games ever. The Curse of Monkey Island; as the sequel will be known; is again set deep in the Caribbean on Monkey Island, where grog swilling pirates tell tall tales of their adventures. Many go about their business irrespective of the time and all seem oblivious to the disappearance of the Islands most famous member, Guybrush Threepwood. Meanwhile, deep out to sea, Guybrush sits alone in his ocean going vessel (a dodge-em-car), with only a half eaten corn dog and no water, his failed quest for the fabulous treasure called Big Whoop has left him in this state and the only thing keeping him going is the desperate search for his love Elaine.

Upon finding Elaine however, Guybrush unknowingly slips onto her finger a cursed ring that turns her into a gold statue. Now he

must find a way to remove the curse from Elaine, all the while battling innumerable scurvy-ridden villains and grog-guzzling pirates in an attempt to ultimately thwart LeChuck from making Elaine his undead bride.

The story however, offers only a taste of things to come. Besides featuring 16 bit surround sound audio, Monkey Island 3 also offers 65,000 colour 16 bit video, and if rumours are true, will be offering 640 x 480 x 65000 24fps video thanks to the 2D blitter found on the Rendition 3D accelerator.

Monkey Island 3 is going to be absolutely huge, this is said with confidence even though it is not due for release until the middle of next year. These are exciting times to be playing games, with the dawning of DVD and indeed 3D/2D accelerators, let us just hope that it won't be nearly so long between swills before Monkey Island 4. J.L.

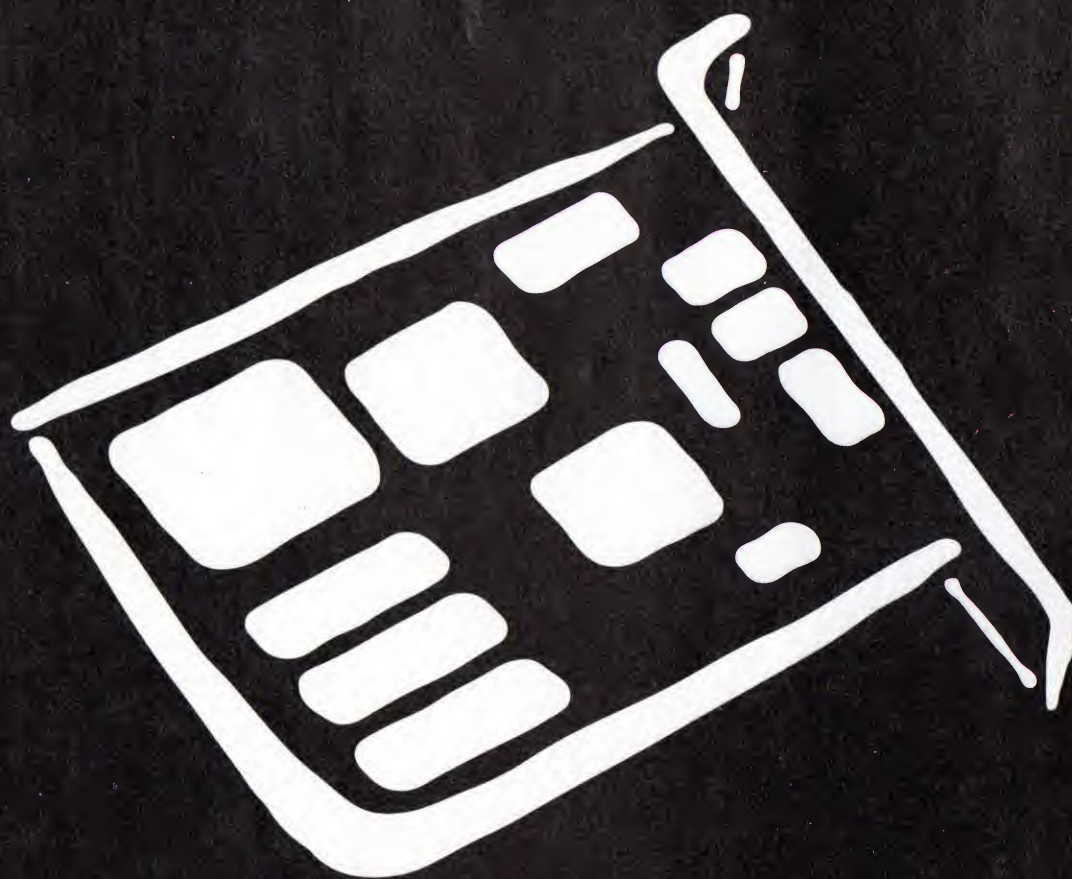


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## MAKING IT HAPPEN:

There are two ways to run the CD - DOS or Win 95. Games that only work in Win 95 won't appear on the DOS menu and vice versa.

DOS: Go to the CD prompt (probably D:) and type: PCPOWER.

Win 95: Click on My Computer to access your CD, click on the CD icon (probably D:) and click on POWERWIN.



## ARL

Play the greatest game of all without all the bruises and... groin injuries. This version even comes with commentary from the one and only Fatty Vautin.

ARL supports a Joystick.

### While attacking:

Direction Control = Direction of Running/Passing  
Direction/Type of Kick

Button 1 = Kick (with Direction)/Struggle in Tackle

Button 2 = Pass (with Direction)/Play the Ball

Button 3 = Speed Burst/Hand Off

### While in defence:

Direction Control = Direction of Running

Button 1 = Change Player

Button 2 = Tackle

Button 3 = Speed Burst

Note: On 2 button joysticks pressing both buttons simultaneously performs the role of button 3.

### Passing:

Use the direction controls to target the pass to the intended receiver.

Forwards = a "dummy" pass.

Quick press = quick passes require a of the button,  
Longer press = cut out pass.

### Kicks:

Button and Direction Forward = Grubber Kick

Button and Direction Left/Right = Kick to Touch

Button and Direction Back = Bomb (Up and Under)

Button and no Direction = Kick to Space/Drop Goal

The longer the button is held down, the stronger the kick is.

### Tackles:

Defender: Hold Tackle button, hold down the tackled player.

Attacker: Button 1 enables you to struggle in the tackle.

For tactics, see the readme file.

**System requirements: 486, 2XCD ROM, 8Mb RAM, Win 95, soundcard**

## Hardwood Solitaire.

The original Windows Solitaire has been seen on many a desktop. Now here's a version that adds new frills.

Use the mouse to manipulate the cards as you would in Windows Solitaire. Click the menu option help for more information.

**System requirements: 486, 8Mb RAM, Win 95, Soundcard**

## Missionforce Cyberstorm

Missionforce Cyberstorm is the new turn based strategy game from Sierra that takes the hercs from Earth Siege and puts them in a conventional wargame environment.

To play this demo, select one of the three sample missions from the main menu. You will then be given a simple briefing and be placed directly into battle. While exploring the demonstration version of CyberStorm, use the right mouse button to click on items you'd like more information on.

**System requirements: 486, 8Mb RAM, Win 95, Soundcard**

## Deadlock

Deadlock is a Civilization type game set in the far reaches of the Galaxy where you colonise new worlds. One of the most exciting features of this game is the ability to play human opponents over the Internet.

To play Deadlock, just use the mouse. There is a tutorial option that will initiate new players to the game. Just select it from the startup menu.

NOTE: When you play this demo, it will ask for the Deadlock CD to be inserted. This is normal. With this demo, your only option is to click CANCEL to bypass the CD request.

**System requirements: 486, 8Mb RAM, Win 95, Soundcard**

## Eradicator

Eradicator is a super fast Doom clone from Accolade.

Eradicator allows a number of control methods. The best one being to aim with the mouse and move with the keyboard.

UP = Forward

Down = Backwards

Left = Turn Left

Right = Turn Right

Shift + cursor keys = Run

ALT LEFT = Move Left

ALT RIGHT = Move Right

A = Jump

**System requirements: 486, 8Mb RAM, Win 95, Soundcard**

## Fire Fight

Fire Fight is the new 2D top down shoot em' up from Epic Megagames. Graphics this smooth and fast have not been seen on the PC since the likes of Raptor. Fire Fight is of exceptional quality and rivals arcade games of only a few years back, not to mention a few consoles either with 640 x 480 256 colour graphics.

Fire Fight supports a Joystick

UP = Forwards

DOWN = Backwards

LEFT = Spin Left

RIGHT = Spin Right

CTRL or JOYSTICK BUTTON 1 = Fire

SHIFT OR JOYSTICK BUTTON 2+ direction = Turbo

ALT + Direction + strafe

1 - 6 Change Weapon

## Metal Rage.

Metal Rage is a Very cool 3D arcade shoot em up from Titus set within a futuristic tank. The 3D graphics are just awesome and the feeling of being there totally absorbing. It also features some of the best sound effects for a computer game.

UP = Forward

DOWN = Reverse

LEFT = Turn left

RIGHT = Turn Right

SPACEBAR = Fire weapon

1 = Machine Gun

2 = Cannon

3 = Missiles

4 = Mines

5 = Drone

ALT = Zoom out

CTRL = Zoom in

## Hyperblade

Anyone remember Speedball? Here's the gos version with snappy 3D graphics and superfast gameplay. Hyperblade supports a Joystick.

Up Arrow = FORWARD (You must press and hold to maintain forward thrust).

Down Arrow = STOP

Left Arrow = Turn LEFT

Right Arrow = Turn RIGHT

Double Tap Up-Arrow = JUMP

Double Tap Down-Arrow = CROUCH

Double Tap Left-Arrow = SIDE PUNCH (left)

Double Tap Right-Arrow = SIDE PUNCH (right)

S or CTRL = ATTACK

D or SHIFT = SPEED BURST.

C or Z = PASS - while on Offence. CHANGE PLAY-ER - while on Defence.

Spacebar = SHOOT

HINT: If you shoot while jumping, you can get a trick shot.

F9 = Switch between alternate keyboard configurations.

ESC = Quit the demo.

**System requirements: Pentium, 16Mb RAM, Win 95, Soundcard**

## Necrodome

A game in the style of Quarantine. Doom on wheels. When your vehicle is destroyed you get out and walk around! Cool...

FWD = UP ARROW

REV = DOWN ARROW

LEFT = LEFT ARROW

RIGHT = RIGHT ARROW

LEFT CTRL = FIRE MAIN

LEFT ALT = FIRE TURRET

SHIFT = BOOST

DEL = EXIT CAR

END = ENTER DRIVER

PAGEDN = ENTER TURRET

T = TALK

. = CYCLE MAIN WEAPON

, = CYCLE TURRET

1 = HVGUN

2 = CHAINGUN

4 = LASER

5 = CANNON

/ = SELECT GEAR

SPACE = USE GEAR

Z = REPAIR

X = SMOKE

C = NAPALM

V = USE MINE

PAGEUP = EJECT

TAB = AUTOTARGET

NUM 5 = TURRET CENTER

NUM - = TURRET FRONT

NUM + = TURRET BACK

ESC = Return to the map/lobby

F1 = Help

~ = Play personal CD music



## Road Rash

Road Rash was a very popular game on the console, and now the demo rocks onto your PC. In a motorcycle race across the US you have to punch, kick and fight your way to the end. Check out the credits though, some people take it a little too seriously!

Road Rash supports a Joystick.

UP = Forward

DOWN = BRAKE

LEFT = Turn Left

RIGHT = Turn Right

HOME = Lean Left

PAGEUP = Lean Right

N = Nitro Boost

INSERT = Swing

ENTER = Kick

SPACEBAR = Backhand

+ = Dismount

**System requirements:** Pentium, 16Mb RAM, Win 95, Soundcard

## Age of Rifles

Age of Rifles puts you in command of troops from around the world, fighting endless battles between 1846 and 1905. More than just a Civil War game, Age of Rifles includes the battles of Europe, Asia, South America - every major conflict is yours to control.

The mouse pointer is the primary means of controlling the action in Age of Rifles. To click on a button or unit, move the pointer to that area of the screen and left-click. In some cases, the right or left mouse buttons have different effects which can be chosen using the General Play Options menu. Just left-click on the hex to select a new active unit. Issue movement orders using the "drag-and-drop" method.

Standard movement is controlled using the left mouse by "dragging-and-drop". Basic drag-and-drop movement works by clicking on a unit to select it, then with the pointer over the unit, press and hold down the left mouse button. Move the pointer until the destination hex is reached and release the left mouse button to have the unit move to the target.

**System requirements:** 486, 2XCD ROM, 8Mb RAM, Win 95, soundcard

## Baryon

Baryon is a vertically scrolling shoot em up that rivals the consoles today. On a Pentium, set the speed to Maximum and watch your machine go into warp.

This game supports a Joystick

UP = Up

DOWN = Down

Left = Left

Right = Right

ALT = Fire

CTRL = Bomb

**System requirements:** 386, 4Mb RAM, soundcard

## Hellbender

What do you get when you cross Terminal Velocity with some extra weapons and built in Internet play? Hellbender.\* This version of Hellbender may not work properly if you have Adobe Type Manager (ATM) installed on your computer. You may receive this message: "Failed to create bitmap. If you are running Windows 3.11, please change the size of your swap file. To do this, please check your Windows manual". You can disable ATM using a utility in the Hellbender Trial Version folder by running the utility atmdsabl.exe, and following the instructions on your screen. To enable ATM after you are finished playing Hellbender, run the utility again. This game supports a joystick

UP = Nose Down

DOWN = Nose Up

LEFT = Turn Left

RIGHT = Turn Right

X = Throttle Up

Z = Throttle Down

F = Turbo (Hold Down)

C = Cloaking Device (Must be held down)

B = Drop Beacon

L = Activate Headlights

SPACEBAR = Fire Weapon

V = Change Missile Lock

1 - 8 on Keyboard = change weapon

For More information, consult the online help.

**System requirements:** Pentium, 8Mb RAM, Win 95, soundcard

## Monster Truck Madness

Get in a truck with tyres the size of a port-a-loo and race around a track. This game captures the feel of the event with "Yeeha's" and Dukes of Hazard musical horns a plenty. All you need now is a sunburn just above your collar.

This game supports a Joystick

UP = Accelerate

DOWN = Brake and once stopped Reverse gear\*

RIGHT = Turn Right

LEFT = Turn Left

(Manual transmission)

A = Shift Up

Z = Shift Down

**System requirements:** 486, 8Mb RAM, Win 95, soundcard

## Pinball Construction Kit

The Pinball construction kit allows you to put together a basic working pinball table and play it out.

To play your pinball table,

DOWN = Pull spring

LEFT = Flip left flipper

RIGHT = Flip right flippers

Space bar = Nudge table

ESC/F2 = Pause, access Quit/continue/restart options

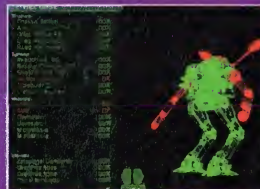
**System requirements:** 486, 8Mb RAM, Win 95, soundcard

## Death Rally

A new totally addictive top down racing game by Apogee. Wield machine guns, spikes, mines and sabotage your opponents as you try to climb your



arl



cyberstorm



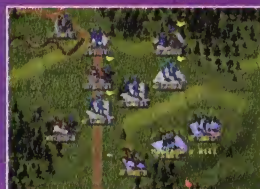
eradicator



metal rage



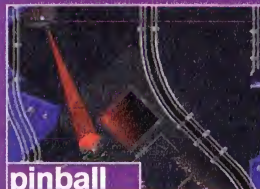
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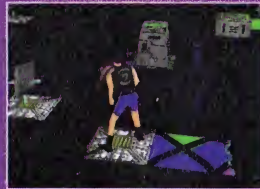
age of rifles



hellbender



pinball construction set



tracer



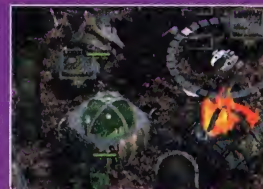
rats



hardwood solitary



deadlock



fire fight



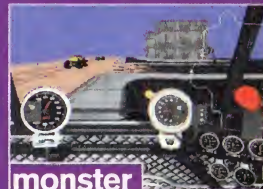
hyperblade



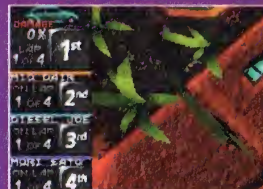
roadrash



baryon



monster truck madness



death rally



tyrian



mother of all battles



### death rally continued...

way up the ladder onto bigger and better courses.

This game supports a joystick

LEFT = Turn Left

RIGHT = Turn Right

A = Accelerate

SHIFT = Turbo

CTRL = Fire Machine guns

ALT = Drop mine

**System requirements: 486, 8Mb RAM, soundcard**

### Tracer

A strategy game with a cyberpunk theme that promises to be quite a challenge. Try running the tutorial first to become familiar with the game.

LEFT = Turn Left

RIGHT = Turn Right

UP = Step forward

Ctrl or Alt = Cycle through the code pads

Spacebar = Rotate the selected code pad

M = Place a magnetic distortion pad

X = Place an extended code pad

Z = Place a zipper pad

Shift+Left/Right Arrow = Pan camera around

Shift+Up/Down Arrow = Zoom camera in and out

Ctrl+Shift+D = Restart level

**System requirements: 486, 8Mb RAM, Win 95, soundcard**

### Tyrian

From Epic MegaGames comes Tyrian the intense arcade action overhead shoot em up with modem and network support! For a surprise, run setup and choose the Jukebox.

This game supports a joystick

UP = Up

DOWN = Down

LEFT = Left

RIGHT = Right

SPACEBAR = Shoot

**System requirements: 486, 8Mb RAM, soundcard**

### Rats

Rats is a shareware Windows game that has you massacring rats with bombs and nukes before they can breed. Not one for the impressionable rodent breeders out there.

Rats utilises the mouse in a Windows environment. Simply manipulate the objects with your mouse. To get help, click the help option from the menu bar.

**System requirements : 486, 16Mb RAM, Win 95, soundcard**

### Mother of All Battles

The Mother of all battles is a shareware empire clone that concentrates more on the battle side. Another Windows program that utilises the mouse. Move your pieces by clicking on the destination. Right clicking a city will allow you to change production.

For more information consult the help file available by clicking help from the menubar.

## UTILITIES

### ClipboardPlus

ClipboardPlus is a utility that saves your text clippings for you later use. This is a 32-bit application and will only work on Windows NT and Windows 95.

#### HOW TO USE

To use, just start the application. To retrieve an old clipping, just double-click on the ClipboardPlus icon, and double-click on the clipping you want. That clipping is then placed on the main clipboard.

### Microsoft Direct X

Direct X are the essential drivers for Windows 95 to play games. Once installed, you should notice an increase in screen refreshes.

### Fancy Fax

FancyFax prints fancy fax cover sheets. They can have the usual To, From, memo message, date, and number of pages. But in addition, FancyFax cover sheets can also include any bitmap picture.

FancyFax comes with its own set of pictures, or you can use any other Windows bitmap. Use a distinctive corporate logo, or any other bitmap picture.

### HTML Reference Library

The HTML Reference Library is a Windows HLP file detailing, with numerous screenshots and examples, all currently useable HTML elements. Also in this package is the HTMLib Tips 'n' Tricks file. A HLP file outlining how to achieve some commonly desired effects through JavaScript and VisualBasic Scripts.

### Microangelo v2.1 for Windows 95

Provides access to icons of all sizes and colour formats used by Windows 95. Browse, manage, create, and edit icons from 8x8 to 64x64 pixels in size and up to 256 colours. Explorer-like Browser specialises in locating icons on your system. Double-click to open icons for editing in Studio.

### Organic Art

Created by international computer artist William Latham, and technical guru Mark Atkinson, Each time Organic Art runs it creates hypnotic 3D imagery.

### Start Clean v1.2 for Windows 95

Cleans the Start Menu by removing unneeded links and directories.

### Visual IRC

Visual IRC is an IRC client that allows you to graphically view the branch and leaf connections of the IRC server hierarchy. It also features its own "Visual" Scripting language that allows the user to create bots that run from the client and not on the server.

### WordExpress v2.0 for Win95

An award Winning Word Processor. With full Windows 95 feature set including long filenames, email, fax, OLE/2, and more. Top of the line features include WYSIWYG editing, fonts, columns, pictures, tables, and lot's more!

### Patches

Champ Manager 2

SU 27 Flanker

Duke Nukem 3D

Full tilt Pinball

Strife

## DOS TROUBLESHOOTING

The most likely cause of any problem is a shortage of conventional memory. This has nothing to do with how much RAM is on your system, but how it's set up. To find out how much is available for the games, type MEM /CIMORE. Look for a line that reads LARGEST EXECUTABLE PROGRAM SIZE, if it's over 550k then everything should run. If it's under that figure, you'll need to edit your system files to sort it out.

The easiest way is to use the MAKE BOOT DISK facility found on most game installation menus. If you'd prefer not to do that, then you'll need to manually edit your two configuration files - the CONFIG.SYS and AUTOEXEC.BAT.

To do so, type EDIT CONFIG.SYS and EDIT AUTOEXEC.BAT. In the CONFIG.SYS file, the most likely culprit is EMM386.EXE. You don't need it for the majority of games, so put REM at the start of the line. This will disable it. In the AUTOEXEC.BAT look to see if you are running SMARTDRV, if it's there, put REM at the start. These two simple measures should overcome most problems. If you're still running short on conventional memory (the game should give you an error message telling you how much more you need), then a boot disk is the best solution.

## THE PC POWERPLAY CD

The games on the CD are designed to be run in different ways. Some can be run straight from the disc, while others need to be installed. Games requiring installation will usually prompt you with a choice of where it will install to, so take note!

Many of the games which run from the CD will only produce sound effects if you have a Sound Blaster compatible sound card set to default settings. That's 99% of you, so if you get no sound you're best copying the game to your hard drive, then running the setup program - usually INSTALL, SETUP, CONFIG or SOUNDSET. As with all problems PC, trial and error is the only true solution.

Feel free to copy an entire game to your hard drive. All games are in the GAMES directory. Also copy a game from the CD if it mysteriously refuses to install. Then run the INSTALL file from the hard drive.

## DISCLAIMER

All possible care is taken while selecting, testing and installing the software which is included on the PC PowerPlay CD. Next Publishing accepts no responsibility for data loss or other damage which may occur during its use.

If your CD is clearly faulty, send it in for free replacement to:

**PC PowerPlay**

**CD Returns**

**PO BOX 634**

**Strawberry Hills**

**NSW 2012**

Unfortunately we're not able to take tech support calls, so if you're really stuck, write in to the above address with details of the problem. You MUST include system information and copies of your AUTOEXEC.BAT and CONFIG.SYS files. Make sure you look for any pertinent technical information in the game's README file first though.



Bethesda Softworks presents  
The Elder Scrolls: Chapter II



"THIS IS THE GAME THAT hardcore RPG FANS HAVE BEEN WAITING FOR SINCE THE BEGINNING"

- Trent Ward, PC Gamer -

GAMESMASTER 91%  
PC GAMER 89%  
PC POWER 95%

BETHESDA  
SOFTWARES



# Crusader No Regret

EVERY SO OFTEN A GAME COMES ALONG THAT IMMEDIATELY TAKES OVER YOUR LIFE. THIS GAME IS AMAZING...

Computer games tend to follow films in the success rate of sequels! They are generally pretty lame, but once in a while you get a real cracker - Aliens and T2 instantly spring to mind. Now add a new name to the list of sequels that far surpass their predecessors: Crusader: No Regret. Following Crusader: No Remorse; billed by several magazines as the game of the year; was always going to be a hard task, but the wizards at Origin have turned out an excellent final product.

Your character is a Silencer, an elite soldier that has turned against its evil masters, a hugely powerful company. In the fore runner, the same silencer reeked untold damage against the World Economic Consortium and made off without a second to lose in an escape capsule. No Regret picks up the story in the full video intro with the escape capsule being salvaged by an ore freighter. The first mission starts with the destruction of the freighter and ends with a last minute teleport to the Dicore mines on the moon.

## Friendly help

Played in isometric view, this game is more than a pointless shoot everything waltz through a linear storyline sort of game. The story kidnaps your consciousness and you begin to care about the rebel's struggle against the big guys. In turn, they offer you support through a Dick Tracey TV watch telling you all manner of things, like the best

path to take, possible problems you may encounter, helping you get out after you lock yourself in a broom cupboard, and explaining how to use new equipment. This is all achieved through video sequences. You get a warning beep that there is a message waiting and if you leave it too long you will get an ear chewing for taking so long to answer. The characters in this are realistic, from the shuttle pilot with his nearly debilitating whooping cough, to Torch the one armed demolition expert in the mines.

As the Silencer runs through the levels he can employ any one of 12 weapons that will either, shoot, freeze, fry, burn, ash, powder, blow-up, vaporise, concuss, zap, microwave, or liquefy your enemy. You also have a range of mines and other incendiary devices at your disposal.

## Strategic action

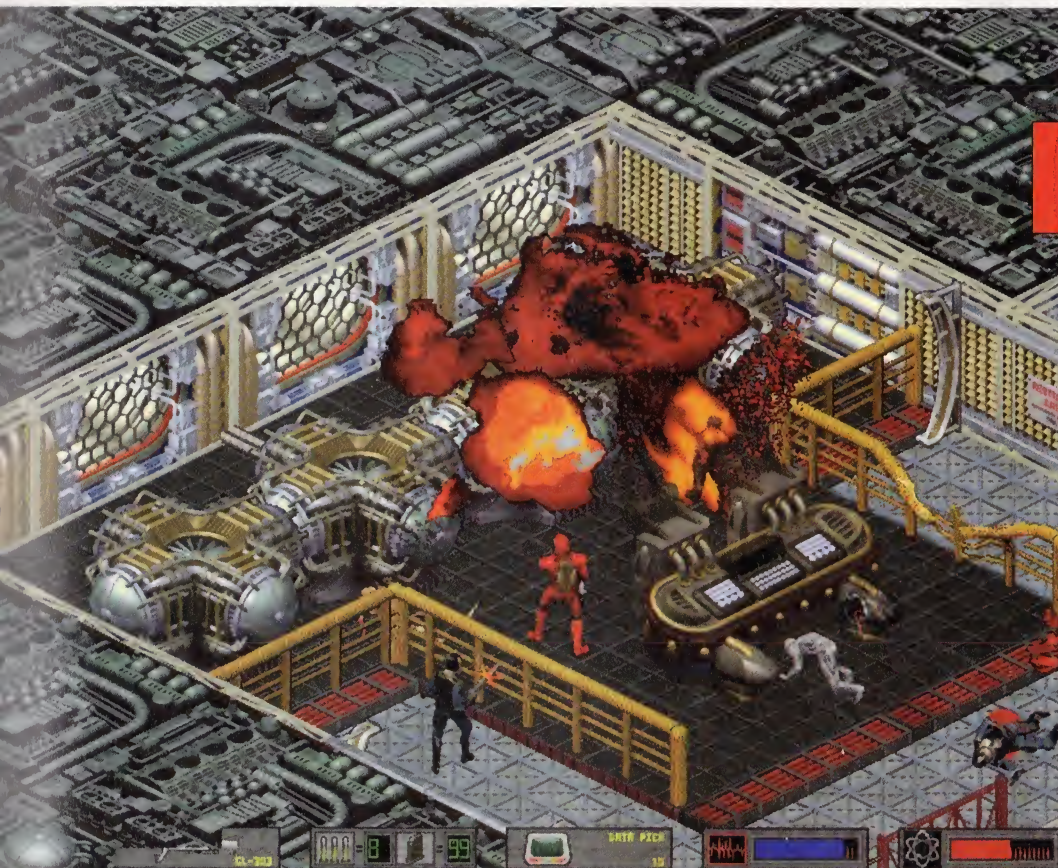
Every object in the game can take damage and be destroyed, and it is often necessary to take out inanimate objects to turn off power fields and other hazards. As the Silencer moves through the game there are many puzzles to solve, such as how to open doors, or how to get to a raised platform to open a foot locker. Sometimes you can stuff yourself up by shooting everything in sight, so it helps to save the game often in case you have to retrace your steps. The inclusion of a quick save and load function is a great feature in this respect.

It is refreshing, although somewhat disturbing, to see a game that does not inflict penalties on you for killing civilians, but instead encourages it. OK, the manual does not say "kill innocent people, its loads of fun!", but if you let them go about their business they raise the alarm. This is really annoying because when a red alert is in progress guards come running and you can not access security terminals, so simply kill the "innocent" and save yourself the hassles.



THIS HERE IS WHAT'S KNOWN AS A "FULLY DESTRUCTIBLE ENVIRONMENT". CAREFUL THOUGH, YOUR CAREFREE DESTRUCTION COULD TAKE OUT SOMETHING IMPORTANT...





**BIG EXPLOSIONS AND LOTS OF THEM. NO REGRET FEATURES VERY IMPRESSIVE PYROTECHNICS THAT ADD MUCH TO THE SATISFACTION THIS GEM OF A GAME PROVIDES.**

### Killer graphics

So much effort and care has gone into the creation of No Regret, and the sound has not missed out. The echoes of gunfire, the scream of a burning guardsman, the explosions of destroyed furniture, the tinkle of broken glass, the flush of a toilet, and crackle of electricity all add realism to the game. Playing underneath the sound effects is highly energetic music that gets your blood racing. The graphics all stunningly rendered in Super VGA give the different areas a different mood, the dim foreboding of the freighter, the cheerful brightness of offices and dark eeriness of the mines.

The creators of the game obviously had a great time with the concept and as such have produced a very polished final product. For those people who have played the first game there will be no disappointment in the sequel, and for those who have not previously played, the storyline is easy to pick up with your rebel friends hinting at your Silencer's past deeds. Crusader:No Regret is a game that comes close to being perfect, if only the Origin folks could come up with some simpler controls or a way to grow an extra finger this game could have scored 100%.

Ross Clarksmith

**PC**



The enemy range from other people with guns, through cleaning robots that electrocute you, to bits of furniture that morph into robots with a bad attitude towards your presence. But it is not only the bad guys that will do damage to your tough as nails Silencer, you'll also have to be on the lookout for electrified floor panels, the radioactive crates you blew open, and walking too close to a power plant will sap your valuable energy.

There are many different movements that can be performed, including walking, running, side step, side roll, forward roll, jump, crouch, crouched creep, crouched side step, and on the spot rotation, all of which can be performed through various means. This is handy as it takes a long time to get the hang of controlling your human killing machine, and just when you think that you have the knack you stuff up and roll into the path of an oncoming Morph Borg. Great!



**LINE OF SIGHT IS FULLY INCORPORATED. TAKE COVER AND SNIPE, OR LURE THEM INTO AN AMBUSH.**

Category	Action
Players	1
Publisher	Origin
Price	\$79.95
Rating	MA15+
Available	Now

**For** JUST ABOUT EVERYTHING. GREAT STORY, FANTASTIC GRAPHICS, WICKED WEAPONS.

**Against** THE CONTROLS TAKE QUITE A BIT OF GETTING USED TO, IT IS DIFFICULT TO TARGET THINGS ON A DIFFERENT LEVEL. EVENTUALLY EVERYONE NEEDS TO SLEEP.

**Need** 486/75, 8Mb RAM, 65 Mb HDD, 2XCD.

**Want** P60, 16Mb RAM, 91 Mb HDD, 4XCD

**95%**



# Mech warrior 2 Mercenaries

A SIM UNLIKE ANY OTHER, THAT'S MECH WARRIOR 2. HERE'S THE LATEST INSTALMENT...

Many agree that the hood ornament of Activision's comeback wagon was Mech Warrior 2, those however who waited 12 months for the DOS network add-on thought of it more as a tarnished bumper bar.

Either way, Mech Warrior 2 sold a lot of units, awoke a newsgroup on the Internet with everyone discussing the ultimate Mech customisations, and generated enough support for the Ghost Bear Legacy add-on.

## Privateer memories

Despite these Mech followers spouting constantly about honour and glory, Mech Warrior 2 Mercenaries takes us back to the days before the reforming of the clans, days when small cities hired private Mercenary armies to take care of their problems. Those who have played through Origin's successful Wing Commander series are probably associating these changes with Privateer, which essentially holds true as Mercenaries adds the need to manage finances to the core game. New features include the ability to select your contracts (though often only 1 or 2 are offered), hire your own staff and buy fleets of Mechs all whilst enjoying the constraints of a limited budget and increasingly dangerous jobs.

Unlike Privateer, there is no real sense of freedom - you can't just climb into your Mech and travel from city to city. Instead, you're assigned to a generic Star port. There you maintain your Mechs, hire and fire wingmen

and customise your Mech.

The graphics within MW2 Mercenaries have been greatly improved. The Mechs all have quite a suiting camouflage texture placed over the body. Texture mapping onto the ground has also been superbly created. Light sourcing is another well included feature. Firing lasers will emit a glow around corresponding land, while mountains light up the trail it takes. The position of the sun will also cause one side of a mountain to be more lit up than the other side, as with the Mechs themselves and other objects.

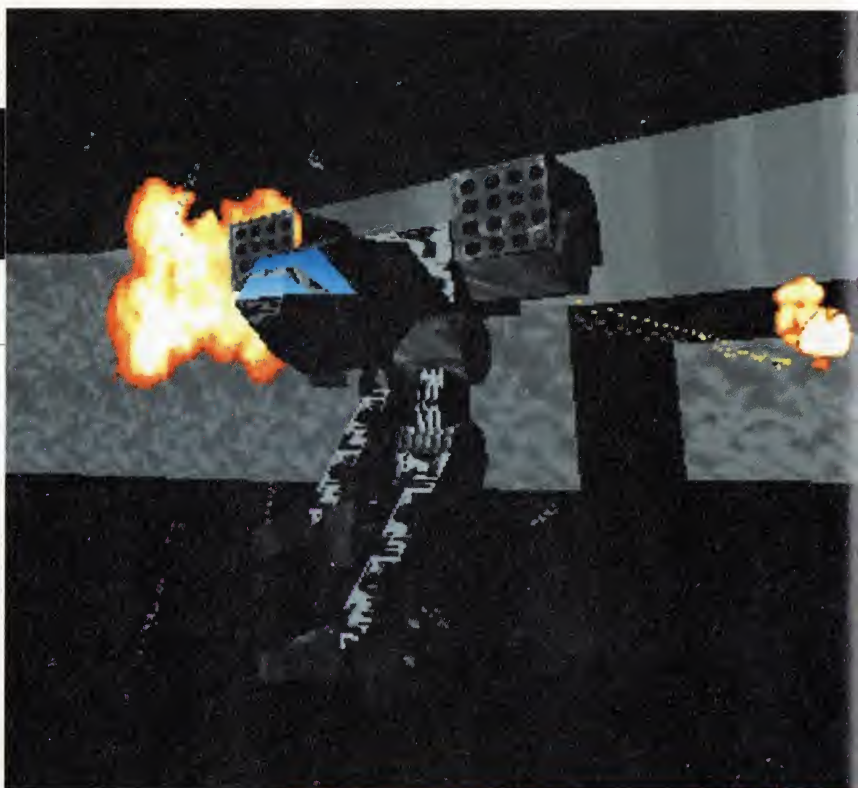
## Advanced graphics

Pyrotechnics have been appropriately spruced up in Mercenaries. Firing a volley of missiles leaves a smoke trail for each one and hitting a Mech will produce a nice set of explosions, blasting with lasers also causes the struck area to light up. Colours within the new game varies from 16 bit to 8 bit. Within Mech mode the colours are reduced to the 8 bit (256 colour) palette and look good. Even with all the new textures, it still runs fast and the light shading and sky hazing is great.

As for the gameplay in Mercenaries there are new features and old similarities. To Activision's credit, they have not labelled it MW3, it is MW2 Mercenaries and should be considered more as an add-on to MW2 than a whole new game.

The game starts with you inheriting your Uncle's Mercenary business, not unlike the beginning to the classic game Elite. To start, you have one Commando Mech and generous funding of 1 million C-Bills.

The first screen you'll see is the Starport, here you can view a terminal for important news events. A lot of secrets can be gained here and are very important for making the



ALL SURFACES ARE NOW FULLY TEXTURE MAPPED. THE EFFECT IS MORE REALISTIC THAN THE SURREAL EVERYTHING-GOURAUD-SHADED APPROACH OF MECHWARRIOR 2. THE DRAWBACK IS THAT THE NEW GAME NEEDS THAT LITTLE BIT MORE GRUNT FROM YOUR PC TO HANDLE IT.

MUCH LIKE ORIGIN'S PRIVATEER, MERCENARIES REVOLVES AROUND THE BUSINESS OF RUNNING A GUN-FOR-HIRE OUTFIT. FROM THIS ROOM YOU CAN HIRE AND FIRE WINGMEN, UPGRADE AND REPAIR YOUR MECH OR PURCHASE A NEW MODEL.





**YOU WANT FLASH GRAPHICS? YOU WANT PYROTECHNICS? YOU WANT OUTRAGEOUS WALKING MACHINES OF DEATH? YOU WANT MECHWARRIOR 2 MERCENARIES. THE STERILE AND OFTEN LONELY ATMOSPHERE OF THE ORIGINAL HAS EVOLVED INTO A WAR ZONE OF INTENSE ACTION.**

As can be expected with the financial aspect of the game, the difference between taking a high paying contract or just another low paying assassination lies in how skilfully you've saved to upgrade your Mech(s).

Financial management creates a situation where a constant economy of weapons and Mech repairs must be kept. Likewise, taking a contract that results in more damage than profit will put you back in the game.

With excellent mission variance that goes from destroying floors out of a building to hunting down evil pirate leaders, MW2 Mercenaries takes the genre out of the sterile structure of the clans and into a more fluid world where profit replaces honour.

The graphics are enhanced, the gameplay is faster and more dynamic and the net play fully incorporated. MW2 fans, of which there are many, will be very pleased with the upgrades and those new to the MW2 universe will enjoy a well paced game with superb graphics and cut-scenes. Just make sure you have a really good joystick.

*Jere Lawrence*

**PC**



#### Contract Killers

Once a contract is selected, you can either customise your Mech, or buy a new one and deck it out appropriately for the contract. Once satisfied with the state of your equipment, exiting your office to the Starport, you can then board the drop ship, conveniently supplied by the employer. Besides being able to choose your own contracts, Mercenaries features dynamic progression within missions, allowing many possible different outcomes and

right decision as to contracts. For example, if the newspapers report that planet x has just hired a 10 Mech elite pirate team for base defences, then unless you were equally staffed, you would avoid contracts on that planet.

Missions are accessible from the computer behind the desk, the first being training, which you're actually paid for. The training missions are very good with the instructor guiding you through the routine with a lot of speech.

Once training is over, it is time for the real thing. Mercenary work. From your desk computer, you go through a series of contracts and select the ones that interest you the most.

different paths that lead to the climax of the game - the ultimate epic war which is the Battle of Tukayyid.

The fighting in Mercenaries is improved, laser fire is faster than MW2 and overall the battle is a much more dynamic affair. Enemy Mechs are much more intelligent and will use their turrets more. As with MW2 a good joystick is a must with Mercenaries - with a separate throttle and rudder outfit a decided advantage.

Salvage is money and you have to be careful what you destroy. Taking out a Mech, it is not just enough to blow him away until destroyed, it is now preferable to take out the human occupant leaving as many salvageable parts as possible, as your instructor states, go for the meat, not the metal.

Category	Mech sim
Players	1-8
Publisher	Activision
Price	\$89.95
Rating	G8+
Available	Now

**For** **NONLINEAR GAMEPLAY BY CHOOSING YOUR CONTRACTS. MORE STRATEGY WITH THE ELEMENT OF FINANCE.**

**Against** **NOT ENOUGH INDEPENDENCE LIKE IN PRIVATEER. BATTLES CAN BE QUITE DIFFICULT. MECH CONTROL VERY DIFFICULT WITHOUT A GOOD JOYSTICK.**

**Need** 486DX/66, 8Mb RAM, 2xCD ROM, 45Mb HDD

**Want** PENTIUM 166, 32Mb RAM, 6xCD ROM





# Gex

WHAT DO A SLIMY REPTILE AND BILL GATES HAVE IN COMMON?  
GEX, THAT'S WHAT.

The Sony Playstation, eh? Fantastic machine, state-of-the-art games, hugely successful, best console money can buy, etc, etc. This is what you're probably thinking. Yet when you look at the Playstation games that have made it to the PC and begin to realise how insubstantial, lightweight and somewhat less than exciting they actually are... you would start to wonder what all the fuss is about. In fact, the two best console conversions for the PC in recent times have been from the early casualties of the "next generation" war, the Atari Jaguar and the 3DO. I'm talking, of course, about Tempest 2000 and Space Hulk: Vengeance of the Blood Angels - undoubtedly two of my favourite games of this year; yet those lucky few Jaguar and 3DO owners were playing them last year. And, yes, they were playing Gex too. Don't worry though, because Gex, slightly aged console platformer that it is, is still a very good game.

## Free Gex

The events that transpire in the enormously attractive, yet hopelessly contrived intro go something like this. Gex, who is a green lizard and, coincidentally, the star of the game, is sitting at home in his lounge room in front of the "tube". Presently, an insect circles around his head and, following his lizard-like instincts, he darts his tongue out and reels his prey into his mouth, swallowing the

hapless critter in one gulp. But, it turns out, that was no ordinary insect. It was, in fact, a mechanical mozzie sent by the atrociously vile Rez to lure Gex into a nasty trap. Within seconds, Gex is sucked into the television and the only means of escape, his precious remote control, is snatched from his grasp.

So you have to guide Gex through four different worlds, each one consisting of five or six levels plus a few secret ones, to recover those missing remote controls and find a way back home. The first takes place in the Cemetery, where everything is green and black and yucky and spooky and, well, full of slime. As Gex himself comments, "Love the slime, guys. Nice touch!", in his American accent. (Which is something I think will irritate the hell out of some people. Gex, you see, speaks regularly during play in this cool or grating, depending on your taste, American slacker voice and while much of what he says is amusing, I know that many will simply hate the accent. I didn't mind it, to be honest, since he reminded me a little of that nice young Kent from Normality, who I kinda liked, so there. But you have been warned.)

## Snappy tails

The Cemetery isn't the friendliest of places, as I quickly discovered when I was almost instantly set upon by a zombie. I was relieved, then, to also discover that Gex could dispatch any adversary with a sharp flick of his tail. This skill proved equally useful when I needed to destroy a brick wall. A quick thrash of tail against stone was all that was required to clear the way forward. Further along I noticed several shiny gold objects floating in the air and with a graceful leap skyward I was able to pocket them for use, hopefully, later on in the game.

Next I came across a cluster of coloured discs hovering above the ground at around waist height. I gave Gex permission to gobble these up with his expert tongue,



TELEVISION IS THE ANSWER TO EVERYTHING. IT'S TRUE FOR THE GEX TOO, HIS QUEST IS TO RECOVER HIS STOLEN REMOTE CONTROLS. PLOT BE DAMNED!







LIKE ALL PLATFORM GAMES, THE LEVELS TEMPT YOU WITH BONUS-PACKED AREAS YOU CAN SEE, BUT NOT REACH - YET.

several different things in conjunction, and how natural it will all seem. Like scaling a wall to avoid the path of the flying gargoyle, then leaping off to swipe the fireball-hurling genie to the right with your tail, then grabbing the extra life bonus to the left with your tongue, then making sure you land on the ledge above the deadly slime pit, before finally vanquishing the masked chainsaw-wielding goon bearing down upon you.

It's the great sense of freedom you feel when you're playing that I really like about Gex. The way the levels are so well-designed, allow for various routes to be taken, contain numerous secret bits, and strike an accomplished balance between platform jumping and figuring stuff out. It might seem blindingly obvious, but the very fact that Gex is a lizard and can do lizards things (as opposed to just being a platform game character who happens to be a lizard - a hugely important distinction) makes for a unique, charismatic and gratifyingly playable game.

So now we can play Gex, only a mere eighteen months after everyone else. No, really, I recommend that you do.

David Wildgoose

PC



noting that some seemed to turn him invisible, while others made him run faster, spit fire, or increase his maximum health. I experimented with whipping his tail at these "power-ups"

and was pleased to find that lost health points could be restored this way. What put the widest smile on my face, though, was when Gex jumped into a wall and - gasp! - stuck to it. Now I was able to get him to climb vertical surfaces, hang from the ceiling, somersault from wall to wall and shimmy through narrow passages. I did think it silly, however, that he couldn't slink across the floor like any normal lizard. And that he moves around just a fraction too slowly.

The early levels introduce you to all these features gradually. The design of these levels being clever yet simple enough to necessitate the use of only one or sometimes two of Gex's talents at a particular time. Later, though, you'll be surprised at how complex it becomes, how frequently you'll need to do



THIS ATTRACTIVE MAP SERVES TO REMIND YOU WHERE YOU ARE. MAPS ARE GOOD LIKE THAT.

Category	Platform
Players	1
Publisher	Microsoft
Price	\$79
Rating	TBA
Available	Now

**For** I USED TO KNOW A LIZARD CALLED, BELIEVE IT OR NOT, REX. SHE WAS REALLY CUTE.

**Against** UNTIL SHE GOT ACCIDENTALLY TRODDEN ON.

**Need** PENTIUM, 8MB RAM, 4xCD, WIN95

**Want** P90, 16MB RAM, 4-BUTTON JOYPAD





# KKND

IT'S A SHAMELESS C&C CLONE, BUT WHO CARES... IT JUST MIGHT BE BETTER THAN THE GREAT ONE.

**O**K. You've seen the screenshots so you already know which game inspired KKND. Westwood's Command and Conquer is one of the most popular PC titles of recent times, and few can offer a more challenging multiplayer-strategy experience. But that doesn't necessarily mean that it's perfect does it? Well Beam Software and EA think not. Whilst being avid fans of C&C, the guys at Beam believed they had something to contribute to the growing list of titles in this genre. And they were right...

"You reading this, Commander? Good work dispatching round one of those freaks of nature. I love that smell in the morning. We've managed to establish an outpost on the surface because of your efforts. Damn it! The Freakers broke through early. Get to the outpost, we'll fill you in further when the heat's off. General out."

## Mad Max - the game

KKND (Krush, Kill 'n' Destroy) is a real-time resource strategy game with the resource being oil. In a post-nuclear devastation scenario, two distinct forces have found their way from the bunkers to the Earth's surface: the Survivors and the Mutes (so called due to their mutated appearance rather than their inability to speak). Each army battles (as armies will do) to achieve victory for their cause, and to impose their own sub-race's

philosophies on the new civilisation. This is where KKND begins to take shape as the Mutes and Survivors have extremely different personalities. These personalities become most apparent when you see the different ways the armies use the major resource. The Survivors rely heavily on the technology that they knew before the nuclear disaster and have built all their weapons, machines and structures based on highly sophisticated skills. The Mutes, on the other hand, have regressed to the most basic, raw technology they could survive with, leaving players recalling their first viewing of Mad Max. The producers of this game have obviously worked painstakingly to develop a realistic psychology for each side, and this is never more apparent than when you leave your gaming session hurling racist abuse against those mutant Freakers or the pig-headed Symmetrics. You WILL empathise with one side or the other.

## Post apocalyptic cliches

One of the first aspects of this game that you'll notice is the visuals. Background artists have created detailed and varied scenery that does much towards developing the appropriate atmosphere. Units can actually walk under bridges, up hills and behind structures which adds scale. The 640 x 480 resolution (one of the reasons for the Pentium 75 requirement) allows some of the most gorgeous detailing seen in a game of this type. The "devastated Earth" feeling is added to by the inclusion of items such as The Statue of Liberty and the Chrysler Building (half destroyed of course). The units are also drawn extremely well and are animated fluidly. The detail on your typical structure shows exactly what it's for, making the whole look of the game very intuitive. And many of these structures are also animated (ie. moving radars or oil pumping). I know what you're thinking... all this detail must slow the game down. Well, no. The



BASE-BUILDING IS MARGINALLY MORE ADVANCED THAN COMMAND & CONQUER. HUGE SIMILARITIES ARE PRESENT IN THE GAME ENGINE THOUGH - WHICH CAN ONLY BE A GOOD THING.





SURVIVOR UNITS ARE YOUR REGULATION SCI-FI TECH VARIETY, WHILE THE MUTES GET FUN TOYS LIKE THIS ARTILLERY-BEARING ELEPHANT. ALL ARE EQUAL IN THE END, ALTHOUGH SUBTLE ADVANTAGES WILL NO DOUBT BE REVEALED IN TIME.



THE TERRAIN SUPPORTS MULTIPLE LEVELS. YOU CAN DRIVE UNDER BRIDGES AND UP ONTO MESAS. LINE OF SIGHT IS A BIG FACTOR IN KKND.

developers have achieved a rare balance between CPU requirements and artistic integrity, so the gamer is allowed quality visuals without the usual sacrifice in performance.

#### Killer AI

Now to the nut and bolts. The predominant features of any strategy-resource are the missions and the AI. There are 15 different missions for each side and an extra 10 multi-player. Combined with the typical "resource-retrieve" missions (ie. fetch the oil, build more stuff, make more armies) there are also limited resource missions. One of my person-

al favourites was the "Surgical Strike" mission for the Survivors. In it, you must command a force, including snipers, infantry and dirt bikes, with the cold-blooded intention of slaying the Mute leader. The variety in the missions is actually quite good in KKND and again the personalities of the armies are reflected in the type goals they attempt to achieve (ie. many of the Survivor missions are quite genocidal in their desire to exterminate the Mutes, whereas the Mutes often

just want to survive and protect). The AI of the CPU is quite formidable ("There'll be no sand-bagging in this game thank-you"). Your opponent in one player mode will not wait for you to build your defences and kit in for the night. The CPU will normally attack or patrol nearby whilst simultaneously building his own structures in the distance. This adds to a more realistic, frenetic pace to your missions. You must consider both defence and attack at all times. Another very attractive feature to the game is the ability to have Veteran Units. When a unit has done damage equal to twice it's own strength it becomes a veteran. It can now do more damage and fire faster and more accurately. And if you leave veteran units alone, their health will replenish (just like real R & R).

Of course, as with most games in this genre, two-player mode is where it's at. With networking ability for up to six players,

the action is more frantic than ever. There is nothing better than taking a troop of snipers to some higher ground, and executing some stinky Survivors. While the CPU does offer great competition, it's really only a training ground for the human AI. I must warn you, though. With the aforementioned personalities of the forces, arguments are more likely than ever to turn nasty. But it's worth the risk.. Simply, KKND combines varied strategy, frenetic action, gorgeous visuals and a handy AI resulting in an excellent one or multi-player game.

David King

PC

Category	Strategy
Players	1-6
Publisher	Beam Software
Price	\$79.95
Rating	TBA
Available	Nov

**For** VARIETY IN MISSIONS, DETAILED GRAPHICS, FORMIDABLE AI.

**Against** OF COURSE ORIGINALITY ISN'T ITS STRONG POINT (BUT YOU PROBABLY WON'T CARE).

**Need** P75, 16 Mb RAM, 2xCD

**Want** P90





# NBA Full Court Press

SLIP ON THE SQUEAKY SHOES AND SLAM IT WITH BILL.



With the arrival of Windows 95 came the announcement from Microsoft that they will be entering into the games market. Where many doom and gloomers foresaw a new era of Microsoft domination, the reality is that they are just publishing titles through their label. Acting no different to Virgin, Interplay, Westwood or any other games house.

The latest title to be stamped with this Microsoft label is NBA Full Court Press and has been produced on our very own shores at that. The company responsible is Beam Software, previously known as Melbourne House they produced a number of C64 games in the mid eighties such as Way of the Exploding Fist. Into the 90's they've created some console titles but now include writing for the PC platform.

There is of course a certain humorous irony in an Australian software house producing a game based on a super-popular American support. Snatched up by a monolithic American software company and commented by a well known American sports announcer.

## Authentic credentials

NBA Full Court Press plays exceptionally well. As the name implies, this is a full 5 a side basketball simulation. Unlike NBA Jam, it is not a 2 player slam fest but a dynamic game of basketball with options allowing you to play single games or going full season. Touting the

official NBA logo, you also play against all the American NBA teams and stars.

The graphics in NBA full court press are only 8 bit 256 colour, but still look good. The court is presented to you on an isometric angle and you can always see 80% of it at a given time. No more aimlessly searching for your player off in the corners of the rafters.

The player sprites in NBA full court press are all identical and bald. In fact the only way they differentiate between themselves is by skin colour. To overcome this problem however, Beam have added a status bar on the bottom that identifies the current selected player with a picture of them and their current power level.

The sprites are well animated, and fluidly run, pass, steal, block and of course do the obligatory slams and super dunks. Unique to this basketball sim however is that the players can present their backs to the defender (to stop the ball from being stolen). Run and bounce the ball between their legs and make legal charges that can send a team of players sprawling all over the floor. All this animation however does have its price to pay, even on a Pentium 120 things can get a little jerky.

NBA full court press also offers the unique ability to be played at a multitude of resolutions from 640 x 480 to 1024 x 768. 800 x 600 is the happy medium and even with 10 players on screen the ball is still easily discernible. At 640 x 480, the action can get a little confusing as a jumble of players scramble around.

## A vocal game

As with all modern sport sims on the PC, all the action is commented to you as if you were watching it on TV. NBA full court press is no exception, with a vast amount of speech constantly flowing through the game. The announcer calls the name of each player as the ball is passed to him, informs you when the ball is stolen and has a number of



Chicago	Pts	Reb	F	Score	Visitor	Pts	Reb	F
Kukoc	0	0	0	00:00	Rand	0	0	0
Hamman	0	0	0	00:00	Pick	0	0	0
Longley	0	0	0	00:00	Madness	0	0	0
Pippen	0	0	0	00:00	Moore	0	0	0
Harpert	0	0	0	00:00	Wesley	0	0	0



Chicago	Pts	Reb	F	Score	Visitor	Pts	Reb	F
Kukoc	0	0	0	00:00	Rand	0	0	0
Hamman	0	0	0	00:00	Pick	0	0	0
Longley	0	0	0	00:00	Madness	0	0	0
Pippen	0	0	0	00:00	Moore	0	0	0
Harpert	0	0	0	00:00	Wesley	0	0	0



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Longley	0	0	0	00:00	Madness	0	0	0
Pippen	0	0	0	00:00	Moore	0	0	0
Harpert	0	0	0	00:00	Wesley	0	0	0

First Quarter			
	<b>Denver Nuggets</b>	<b>6</b>	Ellis, 2 Points 0 Assists 0 Rebounds
	<b>Chicago Bulls</b>	<b>8</b>	Longley, 2 Points 0 Assists 0 Rebounds
Stats	Nuggets	Bulls	Player of the 1st Quarter
FG-3FG%	3/8 - 37%	4/6 - 66%	
3FG-3FG%	0/1 - 0%	0/0	
Assists	2	0	
Rebounds	2	1	
Steals	4	7	
 <b>Ellis</b>			

STAT-CITY MAN. THIS SORT OF DETAIL PLEASES BASKETBALL FANS, APPARENTLY.





THE ANCIENT ART OF SLAM-DUNKING. GRAPHIC DETAIL IS SUPERB, ALTHOUGH HAVING ALMOST IDENTICAL PLAYERS IS A BIT SILLY, ESPECIALLY WHEN COMPARED TO THE EFFORT THAT CLEARLY WENT INTO THE SPECTATORS.



ALL THE AUTHENTIC TEAMS ARE THERE.  
THE GAME CAN BE CUSTOMISED FOR YOUR  
PLAYING STYLE.

American basketball witticisms when a ball is rejected, slammed or shot. The crowd also features in NBA Full Court Press with ooohs and ahhs when the ball bounces off the ring, cheering when a successful shot is made and they go wild from an impressive dunk.

NBA Full Court Press plays extremely well and definitely in accordance with a real basketball game. Where in NBA Jam you are just running from one side to the other slamming the ball, NBA Full Court Press makes use of basketball tactics and the fact that you are playing on a full team.

Passing plays an important role in this game. When 4 of the opposition are blocking

the key, you won't get in to shoot without a charging foul. If you try to shoot from outside, the computer players will charge in and block. Instead, watching your teammates is the answer. They will charge in and out of the key and intelligently position themselves in the court. Nothing is more satisfying than passing the ball to a player as he is entering the

key and he automatically jams the ball in so hard, you feel it.

#### All the skills

Stealing is also relatively easy in NBA Full Court Press, and logical. If you mosey on up to an opponent he will present his back to you and dart around you. If however you charge up off his flank and steal across the path of the ball you have an excellent chance for success. In fact this tactic almost seems to get the computer angry. Do it enough times and it will intentionally foul you whilst taking the shot, sending you to the free throw line.

In fact NBA Full Court Press is so faithful to the real sport that it will probably catch you unaware with a few rules. For example, once you cross over to the defensive side of the court, crossing back again will foul possession over to the opposition. Trying to steal from

behind an opponent will also give you a foul, as will running into them if they are stationary.

Finally, NBA Full Court Press features multiplayer support through Microsoft Directplay. Support is there for IPX, TCP/IP and serial cable. Coupled with Kali Directplay, whole new teams could be formed on the Internet with players participating in their own competitions.

NBA Full Court Press is a fun well paced basketball simulator that is faithful to the real game. With excellent computer AI and well implemented offensive and defensive tactics, it is a creditable testimony to the game programming abilities down under. Fans of the sport will delight in the simulations accuracy and those new to the game will thoroughly enjoy a basketball experience without having to don some massive shorts and listen to crappy music.

Jere Lawrence

PC

Category	Sports Simulation
Players	1-8
Publisher	Microsoft
Price	\$79.00
Rating	G
Available	Now

**For** EXCELLENT AND ENTERTAINING GAMEPLAY. GOOD AI MAKES FOR EXCITING PLAYS. THE CONSTANT SPOKEN COMMENTARY ADDS EXCELLENT ATMOSPHERE.

**Against** ONLY IN 256 COLOURS AND THE PLAYER SPRITES ARE IDENTICAL. IN LOWER RESOLUTIONS IT CAN BE CONFUSING AS TO WHO HAS THE BALL. NEEDS A POWERFUL PC TO PLAY REALLY WELL.

**Need** 486DX/66, 8Mb RAM, 2XCD

**Want** P166, 16Mb RAM

82%



# Network Q RAC Rally Championship

A DECENT RALLY SIM, CAN IT BE? IT'S ABOUT TIME!

There has never been a decent Rally sim for the PC. I have no explanation for this ridiculous situation - there should have been, there wasn't and that sucked. Now it's all happening at once. In the left corner is Rally Challenge from Australian outfit Silver Lightning, and in the right from England, the game with the bloaty name: Network Q RAC Rally Championship. That's two rally sims this Christmas and life is looking good. We'll look at the Australian Rally Challenge next month, as that game is far from complete. For now though, Rally Championship...

## Graphic mileage

The first thing that grabs you about Rally Championship is how gosh darn pretty it looks. Everything is in SVGA and looks lush. The 28 tracks are modelled on their counterparts out here in reality, and every bit of roadside detail is said to be authentic. That's fairly impressive when you consider that over 400 kilometers of virtual dirt has been created for the game. You read right, 400k's of road to drive on. That's big. The longest stage is the 58km Pundershaw. Finishing it left me exhausted - mentally at least, it went on forever! There's got to be more road built-into this game than any other - which isn't necessarily a good thing...

So much road means it's virtually impossible to learn the perfect line - there's just too much. Better to master the shorter stages, they let you perfect those powerslides and

are the ones you'll be spending the most time with if want to enjoy this game. The longer stages are more of an endurance test - yours, not the cars'. They undulate, they kink frequently and they have plenty of long, sweeping bends, but it's not often that you have to actually lift off the accelerator and plan a corner-turning manoeuvre. Most distance racing is a large amount of flat-out with the occasional hairpin. The latter seems to happen just when your brain is beginning to enter a meditative state, so instead of taking them in a Sega Rally-style legendary power-slide, you bounce inelegantly off the invisible wall that lines the track and continue relentlessly on your way. There are a lot of great stages amongst the 28 modelled in the game, but many are wearying and dull. Still, the good ones alone cover more distance than just about any other racing game, which puts things back in perspective.

## Fast cars and a Skoda

The selection of cars is generous, but in the same vein as the tracks, only a small percentage are actually useable or fun. Top of the tree is the Subaru Impreza Turbo. It builds up to an impressive top speed, but is a characterless drive. Sexier are the Renault Maxi Megane and VW Golf Gti 16v, these lively little grunTERS sound, look and handle right. Compromise cars are the Ford Escort Cosworth 4X4 and Proton Wira. These would ordinarily be the cars you'd start with, but the nature of the game is that you can take-off in any car and look reasonably competent. Someone also put a Skoda Felicia in as a joke or the result of a lost bet, I think.

So you find the car you like and a selection of tracks you can hit with flair, and it's time to go for a drive. Lots of options present themselves here, from arcade-tuned paddock thrashes to the full championship over all 28 stages. The game; bless it; even has a mode where you can race other cars. This is some-



OVER 400KM'S OF NICE PICNIC SPOTS LIKE THIS. IT'S ALL GEOGRAPHICALLY CORRECT TOO - IT SAID SO ON THE BACK OF THE BOX...





*THIS IS ABOUT AS FAR OFF-ROAD AS YOU CAN GO. INVISIBLE WALLS LINE THE TRACK AND YOU'LL CONSTANTLY BE BOUNCING OFF THEM DUE TO THE HIGH-SPEED ALL-OVER-THE-PLACE NATURE OF RALLY DRIVING.*

#### When it rains...

Unlike the always-sunny Grand Prix 2, this game is faithful to nature. Painfully so. Plough through snow with your wipers only barely doing their job, hurtle maniacally through the woods with fog reducing visibility to just a bit further than your hood ornament, brave fierce electrical storms with massive lightning bursts every few seconds while trying to make out the road ahead through the waterfall of rain. Then repeat the above conditions, but at night. An electrical storm during a blizzard at night is as bad as it gets, but anything less than perfect weather is a mammoth pain. Not fun, can't see more than a few virtual meters, hate it. I defy anyone to drive the full 58km's of Pundershaw at night and in bad weather. You'll go mad and break something, be warned.

There is great fun to be had with Rally Championship. Some beautiful lengths of road and a couple of joyous cars to fang along them in. With all 28 stages of the English RAC rally this game has it all - maybe a bit too much, actually. You'll soon find the stages you like best and stick to them, leaving the likes of the dreaded Pundershaw for a rainy weekend.

Ben Mansill

PC



*THUNDERING THROUGH THE BUSH AT NIGHT WITH HEADLIGHTS ON IS AN EXHILARATING NEW EXPERIENCE FOR DRIVING SIMS.*



thing you just can't do in a real rally, stuff about safety and all... Real rallying is a timed affair with you out there alone, that's what most of the other modes are based on, but it's a nice option to race cars you can see.

Car setup options are also mostly realistic, but with some licence taken to keep things interesting. For example, you can mess with gear ratios in the game, but out in reality you're stuck with the same set of cogs for the duration of the season. The other changes you can make to your car are appropriate to rallying, like suspension pressure and steering response. A wide range of tires is in the garage too. Experimenting with car setups is a big part of the racing sim thing, if that's what you're into then Rally Championship will please immensely, as good setups are needed not just for particular stages, but the varying weather that plagues them.

Category	Driving
Players	1-8
Publisher	Europress
Price	\$79.95
Rating	G
Available	Now

**For** QUANTITY. CARS, TRACKS, GORGEOUS GRAPHICS - YOU GET A LOT OF IT.

**Against** HANDLING FEELS A BIT TONED DOWN. NEEDS POWER, A P90 YIELDED ONLY 10 FRAMES PER SECOND.

**Need** 486DX/66, 8Mb RAM

**Want** P166, 16Mb RAM





# Deadly Games: Jagged Alliance

A BRILLIANT, UNUSUAL AND GIMMICK-RIDDEN  
STRATEGY ADVENTURE.

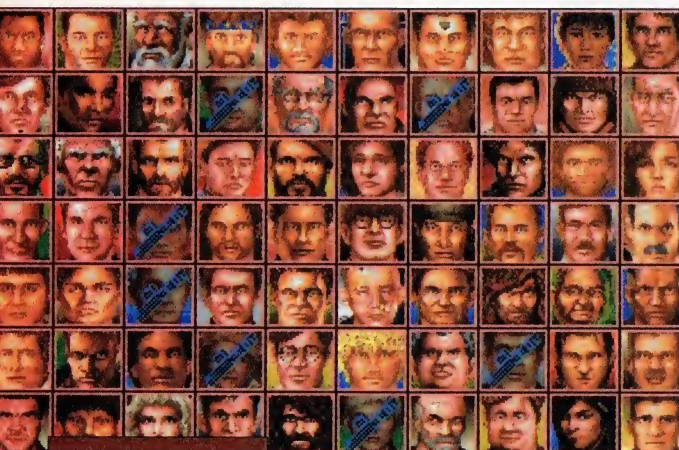


**H**ector Alvarez; a mercenary from Margarita in Venezuela; spies his enemy from a distance. Seeing that he has not been noticed he drops to one knee to steady himself, and squeezes off a shot. Damn a miss. You think that he is too far away and decide to move him closer. "Hey I'm not finished here!" is the insubordinate reply. You are not going to be able to get Hector to do anything else this turn, no siree, but then what do you expect when you hire inferior grade mercenaries. This scene is fairly typical of what Deadly Games, the sequel to Jagged Alliance has to offer.

Basically Deadly Games is a turn based, objective driven, small team, strategy game the likes of which we have all seen before. Usually this genre is quite dull and dry, but Deadly Games has had a major injection of personality to give it a lot more substance than most other games of this style put together.

## Squad control

You start each mission being briefed by Gus Tarballs, a gruff cigar chewing, no nonsense drill sergeant type who has an extremely limited patience for failure. Gus will give you the objectives for completion of the mission and tell you how much cash you will get if you succeed. Gus is also the guy who will guide you along on the tutorial campaign, which is the easiest way to learn how to control your minions.



FAMILIAR FACES AID IN CHOOSING YOUR TEAM QUICKLY.

Once you have the general idea of what the mission entails you can go and choose your team. The mercenary pool offers you 70 mercenaries to choose from, each with their own strengths, weaknesses and personalities. The better a merc is at something or the wider the range of skills they have, the more you are going to have to pay them. Even if you have the money to pay them, do not assume that they will drop what they are doing and follow you into battle, that would be way too easy. Some mercenaries are unavailable, some will not like your leadership style (especially if you just wiped out your last team), and as with any large organisation, some mercenaries just don't like each other.

Individuality is high in Deadly Games, and your mercenaries are bubbling over with more in-your-face personality than one of Jacko's Energizer ads. There is Tex Colburn, an asian cowboy wannabe from Tokyo who uses muddled quotes from old westerns. Reverend Clyde Potter is a great guy to have on your side, as long as you can put up with his religious babble. Then there is Rudy Roberts and Lousia Garneau, both good people in a fire fight, but because of a steamy romance you do not want them in the same team together.

## Real situations

Each member of your crew will come with a certain amount of equipment, but you can give them other things and will probably need to give them more ammunition. The range of weapons and auxiliary items is large and each has its own description with which it is worth spending a few minutes. During missions you get new equipment from dead enemies, and by searching boxes in buildings you can only take what your people can carry so outfitting them with heaps of pockets is a good idea. Once you have finished a mission you might get to meet another of the games characters, Mickey O'Brien. He is a dodgy







SWAPPING FROM ONE MERCENARIES MOVE TO ANOTHER IS AWKWARD. SOMETIMES YOU WASTE ACTION POINTS BY ACCIDENTALLY USING THE WRONG PERSON.

**Reuban**

"Unusually Ruthless" Reuban is best described by his nickname. He's called "Ruthless", because he wiped out his entire family with a cordless hedge trimmer, and "Unusually Ruthless", because he recharged the appliance twice before he was finished!

SALARY	40	MEDICAL	0
HEALTH	57	EXPLOSIVES	1
AGILITY	45	MECHANICAL	0
DETERMINATION	39	MANSHIP	32
WISDOM	28	EXP. CLASS	1

**TEAM**


FUNDS: 850

← GEAR →

EXIT

EACH MERCENARY HAS THEIR OWN STORY TO TELL.



Irishman who will pop up now and then to try and sell you an assortment of equipment. Hagglng is a must, but you still normally get ripped-off. Mickey will sometimes buy equipment that you feel you no longer need. Each member of your team has a number of points to allocate towards their actions for the turn. Some points can be saved for the next turn, but if you are injured do not expect to have all your points available. Controlling your team is a bit cumbersome to start with, and some more thought could have gone into this area.

The graphics are passable, but there is nothing flashy, which is a little disappointing after watching the great intro. This is made up for by the range of different environments in which your missions take place. Your team could be patrolling through the jungle, or tracking an enemy through the snow, or even pounding down the streets in an urban scenario. The mercenaries have over 6,000 different phrases between them to spice up combat, there are the obligatory screams of the dying and gunshot sound effects, but the soundtrack has been badly ignored.

#### Scenario designer

There are enough scenarios to get you really hooked on Deadly Games, but there are not enough to truly satisfy. Luckily the good people at Sirtech have included a scenario builder to allow you to play for as long as you could be bothered building new missions. The scenario builder is truly a work of genius and it is possible to create missions that are of the same calibre as those that come pre-made - if not better. There is also a campaign builder that is just an extension of the scenario editor with a few extra features.

The game comes with a multi-player CD which is a really fine idea, as your mate does not have to go out and buy another copy just so you can kick their butt. The multi-player game has a few other features, like the ready

made taunts. Just choose which friend you think needs some encouragement, choose the insult and send it. Before you know it your friend will be hearing jibes like "Maybe it would be easier if we all stood still for you!". Of course, there is the chat mode with which you can send you not so polite messages to friends.

Ross Clarksmith

PC

Category	Strategy
Players	1-4
Publisher	Sirtech
Price	\$99.95
Rating	M15
Available	Now

**For** LOADS OF PERSONALITY, REALLY GOOD GAME EDITOR TO CREATE YOUR OWN SCENARIOS.

**Against** CONTROLS FEEL SOME WHAT CUMBERSOME, COULD EASILY HAVE BEEN MORE READY MADE SCENARIOS.

**Need** 486/66, 8MB RAM, 2XCD.

**Want** 16Mb RAM, 4XCD.

**83%**



# Megarace 2



WHY IS IT THAT GAME DESIGNERS USUALLY DO JUST ABOUT EVERYTHING RIGHT, BUT ALWAYS SEEM TO MESS UP THAT ONE LITTLE DETAIL THAT ALMOST RUINS A GAME?

How deep are oceans? How high is the sky? How bloody annoying is this game? If you have any psychotic friends that you feel like playing a prank on, buy this game for them. Wait about twenty minutes after it's booted up and then sit back and watch as they have a complete nervous breakdown right before your eyes. Foaming at the mouth, speaking in tongues, hurling excrement at passers by, the whole bit. I know because it happened to me and I'm still mopping up the mess. For those of you who didn't catch it, Megarace was one of the first crop of games designed exclusively for CDROM. It had a plethora of exciting game-play options, like being able to move left AND right, a painfully indigestible MC named Lance Boil and pre-rendered track scenery that looked pretty flash for their day. Depressed insomniacs all over the world rejoiced at its ability to bore them both to tears and to sleep at the same time, while it soon became standard issue in nursing homes as an aid to help calm patients after the excitement of their afternoon nap. Megarace 2 however is a very different creature. Its' creators, mindful of their previous mistakes, obviously decided to go as far away from slumberland as possible instead deciding to try and arouse the strongest of human emotions. Did they choose excitement, thrills, fun? Hell no they

chose anger, hate, frustration and that sensual feeling of wanting to strangle the first person that comes within arms reach. Well, why not? Anyone can make a FUN game, can't they?

## Drive by, shooting

Fatal Racing with weapons is a good way to describe the game in general terms. Megarace2 is supposed to be a virtual game show car racing type thing, hosted yet again by the charming Lance Boil, in which you are entered as a contestant. You start out with some cash and a choice of three cars to get you going. After your first race a lot more cars become available but you virtually have to win every race you run to get enough money to buy one, and as I'll explain later that is a lot easier said than done. There is also a workshop area for outfitting your car with missile launchers, mine droppers, shag carpet and extra large ash trays, you can also repair damage done during the previous race. When that's done it's time to get the bit between your teeth and head out onto the track. There are eight tracks all up and each must be reached sequentially by qualifying on the previous one. Each track must be raced three times, eight cars in the first race with the first seven from that one go to the second race and then the top four go on to the final, which you have to win to advance to the next track.

## Joystick hurling tantrums

The trackside scenery in Megarace is quite stunning, I'll give it that, but it's what happens on the track and the way the game is structured that soon starts to bug the hell out of you. It's not that the driving model isn't any good because it is quite fun in itself, it's just that the other cars on the track seem to have an unfair advantage over you all the time. All it takes is the slightest tap from another car to spin you around 180 degrees and send you flying off in the wrong direction



THE SHOWROOM. VEHICLES IN MEGARACE OWE LITTLE TO PLAUSIBILITY, BUT HEY, THEN THEY'D BE BORING WOULDN'T THEY!



HEEEERE'S LANCE! NO COMPUTER GAME CHARACTER HAS EVER ANNOYED MORE THAN LANCE BOYLE - BUT WE LOVE HIM ANYWAY.





THE STREAMING VIDEO THAT COMPRISES THE TRACKS AND THEIR BACKGROUNDS LOOKS STUNNING. UNFORTUNATELY THAT'S WHERE ALL THE EFFORT WENT, LEAVING THE GAMEPLAY SADLY UNSATISFYING.

but if you do the same to another car, even if you ram them at the most compromising angle, they just straighten up and keep going like their backwheels are glued to the road! When you combine this very annoying trait with the fact that you can only save games before the first race of each track you end up with a recipe for more joystick hurling tantrums than you probably care to experience in a lifetime. Things get a bit better if you stick with it for long enough to buy a better car, one that doesn't slide around so easily but this took an awful lot of patience. And if you're a real glutton for punishment the struggle through to the second last track, 'Bayou' is almost worth the effort on its own as it's quite a corker. Unfortunately though, most people would probably be reduced to a blubbing heap long before they got this far!

The simple ability to save the game after each race would have made this a much more enjoyable experience, but as it is I can only recommend it to masochists and others who enjoy being punished.

George Soropos

PC



Category	Action
Players	1
Publisher	Mindscape
Price	TBA
Rating	MA15+
Available	Now

**For** NICE GRAPHICS, ONE VERY COOL TRACK.

**Against** YOU'LL WINCE, GROAN AND SCREAM AS YOUR CAR GETS SHAFTED ON THE LAST BEND OF THE THIRD RACE AND CONDEMNS YOU TO REPLAY ALL THREE AGAIN TO VAINLY TRY AND MAKE THE NEXT TRACK. ARGH!

**Need** 486DX2/66, 8MB RAM, SVGA GRAPHICS

**Want** PENTIUM 90+, 16MB. RAM





# Monster Truck Madness

MICROSOFT SETS OUT TO TRUCK THE FREE WORLD...

I'm sure we've all seen by now the slogan "Microsoft Knows Games". And while some of us may have smiled knowingly at this and others may have stifled a mild chuckle, or perhaps even laughed uproariously at such a suggestion, we could never deny the truth of the statement. Microsoft do indeed know at least a few games. Terminal Velocity, for instance. Of course, whether they know any good ones of their own is another matter entirely. A review, then, of Monster Truck Madness would be just the thing to cast some light on the situation.

Monster Trucking, or whatever this alleged sport is called, seems to me to be the motor racing equivalent of rock 'n' roll wrestling. Absurdly misproportioned cars, bearing loving nicknames like Bigfoot, Grave Digger and Carolina Crusher painted on their sides in lurid colours, hurtle and bounce around muddy tracks in the most graceless manner possible. And all while throngs of redneck Americans cheer madly from the stands and inhale the intoxicating air of petrol fume and dirt. It's clearly an activity in which restraint is frowned upon and crassness is a virtue. Of course, this can only make it a fine subject for a game.

## Tricky truck tracks

Options come in plentiful supply with Monster Truck Madness. In fact, the first thing that I noticed was how well presented this game really is. You can choose from three different types of competition - Drag, Circuit,

and Rally. Drag racing is almost exactly what you would expect.

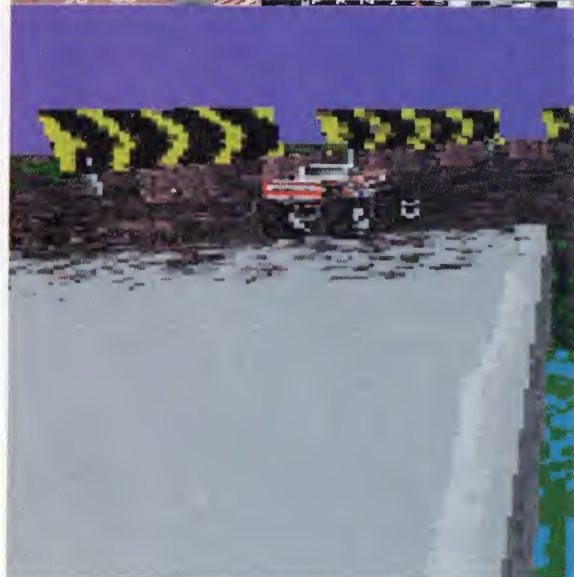
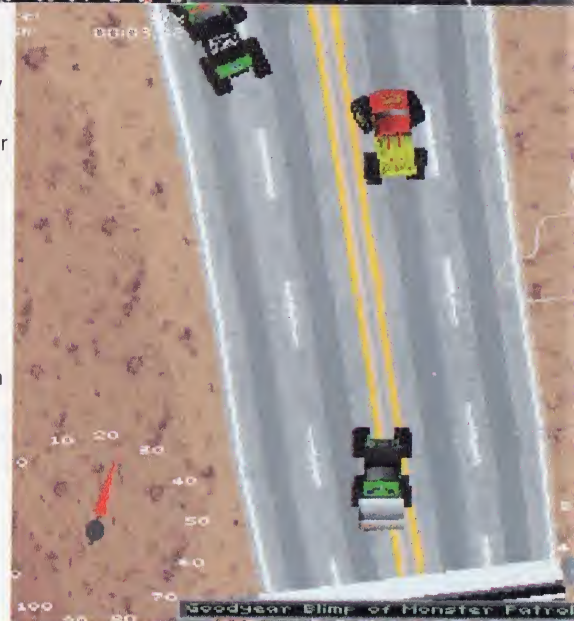
Two trucks line up on the grid, then slam down the accelerator

to see who can be first to drive over a short distance that happens to be littered with wrecked cars. Some tracks even have a tricky 180° bend to contend with. Circuit racing is a race around a number of laps of a particular track. These often have ramps, cross-over jumps, bridges, short cuts and, yes, more wrecked cars to negotiate. Rally driving is a race from A to B with checkpoints to pass on the way. I enjoyed these the most, especially when I set up my own custom-made rally series.

Before a race you can select your truck from the list of twelve given, each sporting their own suitably "wacky and zany" name. The only option missing here is the ability to change the colour of your truck. You can't change the name either - so you'll be stuck with Snake Bite, Monster Patrol, etc - but then the commentator wouldn't be able to mention you in his call otherwise. Once you've picked your vehicle you can enter the garage and adjust the tread on your tyres (deep for a muddy course, shallow for a road-ish one), the level of suspension (soft for those bumpy tracks, hard for the others that are still bumpy, yet just not quite as bumpy) and the top-end speed to acceleration ratio.

## Trucking on camera

There are other options to let you determine the number of computer opponents or change the number of laps to do if you're on a circuit, a superb replay-facility with eight different camera views (though, like so many racing games, and sports games in general, only two of these are actually useful for playing the game - but, hey, the rest look really, really nice), one



THE MONSTER TRUCK IN ITS' NATURAL ELEMENT - THE STADIUM. THE CROWD GOES MAD - AND SO DO YOU, AS YOU MAN-HANDLE THESE BRICKS-ON-WHEELS AROUND THE TIGHT CIRCUIT.





**RACING THESE MASSIVE-WHEELED MONSTER TRUCKS AROUND BORING OLD FLAT TRACKS WOULD BE A BIT SILLY AND HORRIBLY DULL, SO INSTEAD THEY BOUNCE AROUND WILD 3D LANDSCAPES WHERE LEVEL SURFACES ARE A RARITY.**

After a couple of days, however, I'm beginning to really enjoy it. It's surprisingly different from other racing games, since a monster truck requires much less precision in your driving technique, but instead needs a hell of a lot of attention and minor adjustments just to keep it moving in a straight line. Play this like you would, say, Grand Prix 2 and you wouldn't get far at all.

It feels reasonably similar to Big Red Racing, except the other cars provide a much sterner challenge here. And they behave like they are actually racing against you, believe it or not. How you run your race definitely appears to have some bearing upon how they run theirs. Which is a vital ingredient in any racing game.

Monster Truck Madness is by no means perfect - it fails to truly capture the outrageous feel of monster trucking, you can't smash your truck to pieces and none of the races seem like a proper event, with the exception of the drag racing, but then that's also the dullest part of the game, anyway - but it's a good start for Microsoft and its desperately-named developers, Terminal Reality Inc (urgh!).

David Wildgoose

**PC**



**THE HIGHLY-SKILLED ART OF CAR TRASHING. KEEPING THINGS UPRIGHT IS THE SKILL NEEDED HERE.**

of the best on-line help systems I have ever seen (it includes diagrams you can zoom to as well as yet more video clips of monster trucks) and a very simple to use graphical detail menu to help you get the best out of your struggling PC.

And speaking of graphical detail, Monster Truck Madness is a highly attractive game. The trucks are large and look great, spewing dust behind them as they slide through a corner. The

roadside scenery is quite excellent, full of amusing, and much appreciated, detail. Like being able to smash through the signs and barriers, crash into picnic tables and bales of hay, plough across a packed camping area strewn with caravans over the track, but not, unfortunately, running down the spectators with them. I was forced to remove the sky texture and shorten the horizon to get it moving at a good speed on my P100, but as you can see from the grabs, it still looks fine.

#### Trucking skills

I must admit that it took me a while to fully recognise the charms of Monster Truck Madness. When I first played, it seemed a bit awkward to control. I kept careening off the track, rolling my truck head over heels, and getting disqualified from the drag racing.

Category	Racing
Players	1-8 (Internet) 1-2 (Modem)
Publisher	Microsoft
Price	\$79.00
Rating	G
Available	Now

**For** THOROUGHLY ENTERTAINING AND WELL PRESENTED RACING GAME WITH LITTLE ACTUALLY WRONG WITH IT.

**Against** IT DOES LACK SOME OF THAT DISTINCTIVE MONSTER TRUCKING ATMOSPHERE AND PERSONALITY. A FEW MORE TRACKS WOULD HAVE BEEN NICE.

**Need** 486DX2/66, 8Mb RAM, Win 95, 20Mb HDD, 2XCD

**Want** P90, 16Mb RAM, 80Mb HDD

**77%**



# Baku Baku

## CATEGORY

Puzzle

## PLAYERS

1-2

## PUBLISHER

Sega PC

## PRICE

\$69.95

## RATING

G 8+

## AVAILABLE

Now

## NEED

P75+, Win 95,

8Mb RAM

## WANT

Nothing special

Baku Baku! Say that about a hundred times and you'll begin to understand what this game is all about - obscure, mind-numbing gaming that hooks you in for hours at a time. Yep, Baku Baku is a puzzle game, and a good one at that. Gone are the days of the drab looking and sounding puzzle game. Baku Baku is colourful, noisy, and darn cute. I really don't need to tell you about the story, but since it is so nonsensical and fits the rest of the game beautifully, I will. A Princess in a faraway kingdom loves animals so much that the place starts to resemble a zoo. After asking for another pet, the Prime Minister advises the King that the place will be over-run unless they hire a zoo-keeper. So you are the lucky sod vieing for position for of Royal Zoo-keeper.

And how do you get the job? By proving that you can feed and keep all the animals at bay.

Baku Baku uses the Tetris Law. Little blocks fall slowly down the screen, where careful arrangement of these results in their disappearance. The game area slowly fills up, and when the blocks reach the top - game over. But this game is a little different. You have two types of blocks; animal and food. There is the rabbit who eats the carrot, the dog and the bone, the monkey and the banana and the panda and the bamboo. These blocks fall down two at time. When a food item touches (either above or below or on either side) its respective animal, the animal eats it. Whole rows and stack of blocks can be cleared away this way. The animal

block turn into heads when they chomp away at the food and make a funny "chew" in the process.

Two player mode is what these games are all about, and Baku Baku is a better game in this way. When you clear a combination of animals/food, an ace Japanese call announces a whole stack of unwanted blocks for the other player. Thus two player battle mode becomes healthily competitive.

The main problem with the game is that there are eight different types of blocks to worry about, which can become a bit much when the speed picks up. Also, the game window can't be resized and is a little small, and runs only in 256 color mode. Other than that, it's a dastardly fun game to play.

March Stepnik



89%

BAKU BAKU IS A GREAT PUZZLE GAME AND (PARTLY BECAUSE OF THE COOL LOOKING BOX AND CD CASE) IS A GREAT ADDITION TO YOUR GAMING COLLECTION.

# Hellbender

## CATEGORY

Shoot 'em up

## PLAYERS

1 - 4 (Network,

Internet)

## PUBLISHER

Microsoft

## PRICE

\$79

## RATING

TBA

## AVAILABLE

Now

## NEED

P75, Win 95,

2xCD, 8 Mb RAM,

15Mb HDD

## WANT

P133, 16Mb

RAM, 4xCD

Terminal Reality are the people behind this game. Terminal Reality?! What sort of dull, drab, lifelessly uninspiring name is that? A crap one, that's what. Clearly, they are not romantics. Otherwise they would know that games should be an escape from the mundanity of daily life - a journey to another world - and not Terminal Reality (my rough translation of which would be "infinite boredom"). It will come as no huge shock then, when I tell you that Hellbender is the unofficial sequel to Fury3, which was, as we all remember, an "appropriation" of Terminal Velocity.

Basically, Hellbender has kept the Terminal Velocity engine intact. So what we have is a 3D arcade flight sim-cum-space shoot

'em up. Like TV, the controls are a bit dodgy and unresponsive. Like TV, the graphics are dull, dull, and dull - though instead of the previous endless strips of green, brown or white, here there are endless strips of black, brown and red. Like TV, the horizon is much too close and everything seems to appear from out of nowhere, ensuring you spend more time watching the radar than the main view. Like TV, most of the missions require you to destroy ground installations or fly to checkpoints, both of which are unremarkably tedious. Like TV, there are tunnel sections, only these are far more mazy than in TV and look awful (if Radix is the poor man's Descent, then Hellbender's tunnel bits are the poor man's Radix).

Unlike TV, there is a vaguely interesting plot, the cut-scenes are lovely, Gillian Anderson provides the voice-over, and - hooray! - you don't sustain damage when you crash into the ground.

But, sigh, I never want to play this game again.

David Wildgoose



PLANET: MORBOS  
TARGET: Fusion reactor  
STRUCTURE CLASS: II

54%

ALMOST EXACTLY THE SAME AS TV AND FURY3.





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# Radix: Beyond the Void

## CATEGORY

Shoot 'em up

## PLAYERS

1-4 (Networked-  
/Linked)

## PUBLISHER

Epic

## PRICE

\$TBA

## RATING

G 8+

## AVAILABLE

Now

## NEED

386/33,

4Mb RAM

## WANT

486

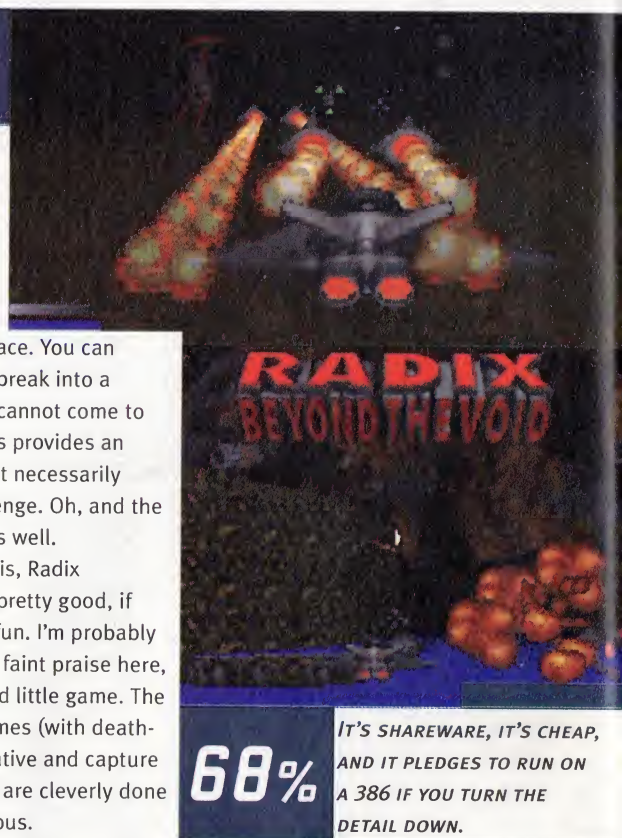
The early signs were very promising. Radix caught my eye with its sci-fi 3D shoot 'em up action, its wonderfully excessive arsenal of big guns, its splendidly frequent explosions, its thoughtfully neat mission structure, and its hopelessly entertaining two-player dogfights. Radix: Beyond The Void is essentially Descent with its wings clipped. You are the pilot of the only Radix class fighter plane in existence, leading Operation Vengeance to save all humanity and toast as many aliens on the way as you can. The mission briefing will display a map of the usually long and skinny level, detail your primary and secondary objectives, and point out anything you should be wary of. When the

action begins you can select a couple of views (third-person behind the plane is the best, though the cockpit is okay) and get used to the odd controls. Although it is 3D you can't actually turn through 360° on the y-axis (you can do so on the x-axis, of course). Instead, you can only raise or lower your plane's nose about 30°, which means that trying to collect a power-up heading down at 30°, turning around, then heading down again in a silly-looking spiral. After Descent, this is like arriving at the elevator only to find it out of order and being forced to use the stairs. The other irritation Radix foisted upon me was the way your ship constantly trundles forwards at a

brisk walking pace. You can accelerate and break into a sprint, but you cannot come to a standstill. This provides an unusual, but not necessarily welcome, challenge. Oh, and the strafe is crap, as well.

But despite this, Radix manages to be pretty good, if unspectacular, fun. I'm probably damning it with faint praise here, but it's not a bad little game. The multi-player games (with death-match, co-operative and capture the flag modes) are cleverly done and quite hilarious.

David Wildgoose



68%

IT'S SHAREWARE, IT'S CHEAP, AND IT PLEDGES TO RUN ON A 386 IF YOU TURN THE DETAIL DOWN.

# Tyrian

## CATEGORY

Arcade

## PLAYERS

1 - 2

## PUBLISHER

Epic

## PRICE

\$TBA

## RATING

G

## AVAILABLE

Now

## NEED

386/33, VGA,

4Mb RAM, 1Mb

HDD, 2XCD

## WANT

486/100, SVGA,

10MB HDD

We all know this type of game: fly endlessly up the screen, kill hordes of other flying things, collecting the power-ups and then kill the really big flying thing at the end of the level. Unfortunately Tyrian falls way short from the tried and true Raiden and R-Type, but does have some redeeming qualities. The enemy ships are generally uncreative and fairly box-like in appearance, making the whole game fairly boring after an initial five minutes. If you are a real fan of this genre and manage to get through the first five minutes, you will undoubtedly hit the frustration stage. This stems from there being no real progression in the level of difficulty and often absolutely no way of avoiding damage.

There is a good variety of weapons and the background in most levels are minutely detailed, both facts beg the question as to why more time was not spent programming enemy ships, sprites and movements.

The creators have tried to give the game more personality by adding a storyline - they should not have bothered. Experience shows that people who play these games do not care why they are killing things, it is purely the thrill kill havoc reeking mindless destruction that draws a player in.

The ability to play two player over a modem/network link or even with a single machine is a welcome addition, but probably the best part of Tyrian is the awesome soundtrack which can be played with psychedelic swirly patterns externally from the game.

Ross Clarksmith



52616

54%

WICKED BACKGROUNDS MARRED BY ENEMY SHIPS THAT HAVE ESCAPED FROM GALAGA!



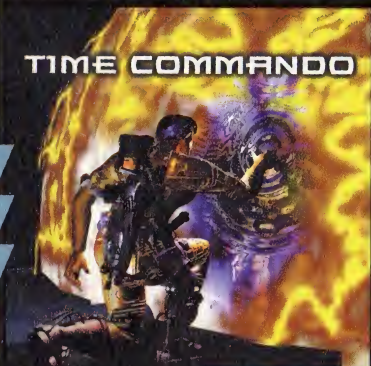
Access the addiction

TIME COMMANDO

Win95

Dos

PSX



September

ACTIVISION

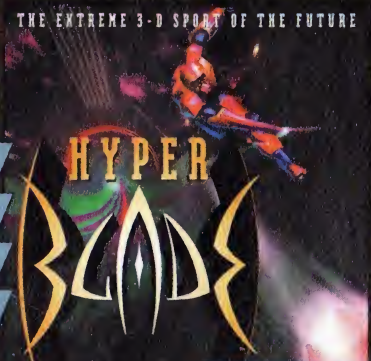
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Win95

Dos

PSX

Saturn



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# Pandora Directive walkthrough.

*OK, we know you're not really going to use this to play all of it - just the hard bits, right?*

**A**s you may or may not be aware, Pandora Directive contains seven different endings. What this walkthrough will do is cover all the major obstacles and puzzles within the game, but the ending will depend on how you control Tex Murphy. As a general note examine everything you can pick up as this will often give you a couple of points. In the Game Player Mode you have either a time limit to solve puzzles or a limited number of moves you can make to solve a puzzle. Try to work within these limits to obtain maximum points, and remember to save often before puzzles. Ok on with the Walkthrough...

## DAY ONE

Exit the bedroom through the door near the pony and examine the business card in your inventory. Walk to your desk and open your top left drawer. Collect the bill from the Electronic shop and examine it. Take the jack-knife from the table behind the desk and open the door to the fire escape. Talk to Chelsea and get her to agree to a date. Walk to the Ritz and talk to Nilo. Pay Nilo \$2100 and then an addition \$100 for information about the photo of Thomas Malloy. Go to Malloy's room and examine the door. Nilo placed an electronic lock on the door. Go downstairs and talk to Nilo about the code (4827). If you are working on the Mission Street ending pay Nilo \$500 for the code or alternatively threaten him for the Boulevard of Broken Dreams ending. When you have the code return to Malloy's room and enter the code. You will get knocked out and wake up in Day Two.

## DAY TWO

When you recover search the room. Move the cushion off the chair and get the picture of Malloy and the llama. Look at the boxes and one will open. Get the "Airport of the Gods" book and the scarf from the bed. Examine the drafting table drawers and collect the Acme Warehouse business card, air mail envelope and the photograph. Get the letter from David Wright from the nightstand and open the drawer. Get the pawn shop receipt and leave the room. Tex will make a comment about missing the date with Chelsea. Use the travel button and drop in on Chelsea. When you arrive she won't be home. Go to Rook's Pawn Shop and pay Rook the \$300 you owe him. Ask Rook about the photo of Malloy. Exit the Pawn shop and look at the old movie theatre and the Marquee. Go to the Acme Warehouse. On your way you will find an envelope on the ground next to the mailbox. It contains money and is addressed to the orphanage. It's up to you whether to mail it or keep the money (determines the ending). The warehouse will be locked so click on the travel button and fly to David Wright's Cabin in Oregon, Nth America. Open the drawer behind the couch and get the CD. Pick up the wad of paper on the floor near the tree and examine it. Proceed upstairs and move the picture to reveal the keypad. Unfortunately you cannot

unlock the door just yet. Head back to your office and enter the computer room. Pick up the picture with Mac Mulden (your police friend). Switch on the laptop and use the CD with it. Here is the first of many puzzles you will encounter. There are many ways to solve this one, if you're still stuck just use the combination in **Fig1**. Read the information on the CD and return to the cabin. Open the door with the code and move the floorboards to reveal a dead David Wright. Replace the floorboards and open the bookcase doors. Get the film and load it into the projector. Pull down the screen and watch the movie about an alien autopsy. After the movie leave the cabin and give Louie a visit. On the way you should find Nilo's wallet. It's up to you whether to return it or not. Pick it up and then enter the Brew and Stew. Pay Louie the money you owe him and enquire about the scarf. Show him the picture of Malloy and show him the untranslated letter from Malloy's room. Ask him about Luci Luv (the name on the marquee of the old theatre) and proceed to Coit Towers and talk to Clint. Ask about the scarf, the untranslated letter and anything related to Emily (the owner of the scarf). Ask about Gus Leach and Clint will give you a key to the Flamingo Club. Walk to the Flamingo Club and open the door with the key. Gus will give you a cold welcome but at least you will find out where Emily lives. Go to Chelsea and talk to her. Be nice and show her the bump on your head. Ask her for a drink at the Flamingo. After the animation you will be on Day three.

## DAY THREE

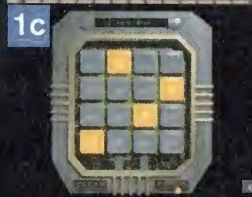
Return to your office and examine Emily's note. Use **Fig2** to see how the pieces fit together. Use the travel button and go to the police station. Talk to Mac Mulden and he will give you information about the Black Arrow Killer. Give Mac \$100 and he will give you a key. Proceed to the Brew n Stew and ask Louie about stalkers, Black Arrow Killer and the Bay City Mirror. Go to the alley behind Rook's Pawnshop and open the trashcan. There will be a newspaper article about the Black Arrow Killer. Move and climb down the manhole located near the basketball hoop. Move one of the boxes to reveal some money. Get the money and travel down the sewer. You will come across a box with a chisel inside. Get the chisel and go to Rook's Pawnshop. Ask Rook about stalkers, Emily's note, the killer and Lucia Pernell (the author of the article). Rook will give you Lucia's card. Ask Rook about the Yucatan language and buy the book he offers you. Walk to the Electronic Shop and pay Zak the money you owe him. Examine the shop items because you will need them later in the game. Walk to the alley in the back of the Golden Gate Hotel and talk to Crazy Gary. Gary will not help you until you find him a bottle of scotch. Go to the Slice of Heaven pizza parlour and enter the side door. Walk up the stairs and go to the back. Open the box and get the scotch. On the way out examine the panel behind the trash can. Remove the panel



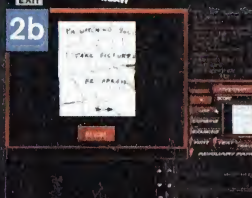
**Fig 1a:** This is what the puzzle looks like.

**Fig 1b:** Simply place the coloured pieces in these boxes.

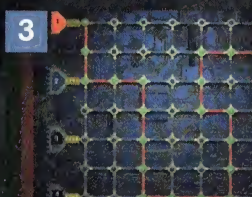
**Fig 1c:** This is the access code once completed.



**Fig 2a:** Before the jigsaw.



**Fig 2b:** After assembling the pieces together.



**Fig 3:** Just click on the matching numbers.



**Fig 4a:** Before the jigsaw.



**Fig 4b:** After assembling the pieces together.

to reveal a passageway to the alley. Return to Gary and give him the scotch bottle. Ask about Malloy and get the key. Walk to the Acme Warehouse and use the key to unlock the door. Enter the warehouse and open the chest on the back wall. Get the peg leg and go to the control panel. Open the panel and turn on the crane. Lower the crane. Use the peg leg with the crate at the back wall (under the crane). Use the control panel to raise the crane. Open the crate and get the tapestry and photo of the plains of Nazca. Pick up the map of Asia and return to your office. Call Lucia Pernell (see the business card) and be direct with her. Set up a meeting with her and watch the cut scene closely. You will notice someone on the roof of Rusty's Funhouse. After the scene go to the funhouse. Use





the key that Mac gave you earlier. To deactivate the keylock see **FIG3**. Enter the Funhouse and locate the trap door opening mechanism in front of the masks on the floor. Move it and go into the concealed area. Move the newspaper and pick up the doggie doo. Go to the roof and get the jacket from the cooling unit. Examine it and you will find a torn photograph and a cufflink with the initials DH. Examine the cufflink then the photo. Assemble the photo as in **FIG4**. Go to the Electronic Shop and purchase the Photo Analyser. Use the photo analyser with the photo to get the address to Autotec. Check your messages then contact Lucia and ask her about Sandra. Go to Sandra's home and get her resume from the drawer near the bed. Look on the floor near the back left side of the sewing desk and pick up the Autotec ID badge. Use the travel button and go to Autotec. Walk to the side of the building and you will notice a keypad. Return to the window and move the sliding glass. Get the brush off the table and the cord from the blinds near the back door. Look on the floor near the seats and collect the Visitor's pass. Combine the brush and cord to make a grappling hook and use it to get the clipboard. Read the clipboard and get the badge number for ID#14 (8338). Use the badge on the keypad to open the door which matches the initials DH. If your playing in entertainment mode you can skip the next paragraph, otherwise read it carefully.

Walk inside and pick up the mop and box of soap. This is a REALLY good time to save the game. Wait until you hear the door shut after the security guard passes by. Rush down the hall until you reach the bucket and start cleaning the floor with your mop. After the cutscene open the door beside the bucket to activate the alarm and run back to the storage room. Close the door and wait. The guard will slip over and knock himself out. Tex will automatically drag his body into the closet and lock him in with the mop handle. Enter Dag Horton's office and look at the photograph on the wall. Open the CD Player and get the key to the file cabinet. Move the book on the desk and get the post-it note with Gary Lee's name on it. Open the bottom drawer and pick up the necklace. Look on the bookcase and get the Meister lock key. Open the file cabinet and get the photos. Examine the post-it note. Walk to the alley and talk to Crazy Gary. Ask about Dag Horton and the roof of Rusty's funhouse. Go to the roof of Rusty's Funhouse and

use the Meister key to open the lock. Look at the binoculars to catch the Black Arrow Killer in the act. If you got there in time you will save Emily from the killer. Head to Rook's Pawnshop and ask Rook if he saw the killer. Save the game and return to the roof of Rusty's Funhouse. Keep your eyes on Dag Horton. When he turns away, run over to the stairs and onto the next rooftop. You can now either duck down and hide behind the air conditioning unit until Dag turns around again or quickly run to the right of him and tackle him. If all goes well you will end up wrestling with Dag which will then take you to day four.

#### DAY FOUR

Talk to Lucia and then retrieve the tracking device that Dag dropped on the roof during the fight. Examine it and turn it on. Use the travel button to go to the sewer behind Rook's Pawnshop. Follow the signal deep into the sewer until you get to a loose block. Use the chisel on the block to find Emily's Puzzle box hidden there. Look at the box and you will find an explosive device attached to it. To deactivate the device do the following (see **figs**) Place two Red Photons and one Light Red (Powercell) into the shuttle and send. Load two Green Photons and one Light Green (Powercell) into the shuttle and send. Load one Red Photon and one Green (Powercell) into the shuttle and send. Load one Green Photon and one Red (Powercell) into the shuttle and send. Load two Green Photons and one Red (Powercell) into the shuttle and send. Load two Red Photons and one Green (Powercell) into the shuttle and send. Once the bomb is deactivated examine Emily's puzzle box. Go to the Flamingo and visit Emily. Talk to Emily about Malloy, the puzzle box and the NSA. Talk to Gus and then go to the alley behind the Flamingo. Look up the light pole and then at the trash can. Get the antenna and use it to grab the wrapper. Examine the wrapper and then combine it with the photo analyser. Search the lower left section to find the postage stamp. Return to your office. Unfortunately you will be arrested by the NSA. Talk straight with Jackson Cross otherwise he will blow your head off. If you keep saying the wrong thing try using these responses (B, B, C, C, A, C, A). After your interrogation you will meet Reagan Madsen. Examine the note she gives you. Go to the police station and talk to Mac Mulden about the postage stamp. You will be sent to a post office. Talk to the person in the street who in turn will direct you to the Garden House. Talk to the elderly lady nicely and she will let you into Malloy's room. Once inside collect the book of Bay City News from the nightstand. Open the desk and get the Everlok Safe Card, the magazine and the envelope with the CD. Examine these items. Return to your office and use the CD with your laptop. Return to the Garden House and look at the chair. Examine the jeans on the chair which in turn will lead you to the Waterfront Warehouse. Enter the warehouse and talk to Thomas Malloy.

#### DAY FIVE

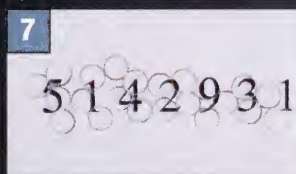
Get the fax from Lucia and view the message from Chelsea on your vidphone. Return to the warehouse and move the box that is located right



**Fig 5: Deactivating bomb device.**



**Fig 6: Put the iron balls into the slots in the order indicated. All of the lines will intersect in the center forming another hole to put the last iron ball.**



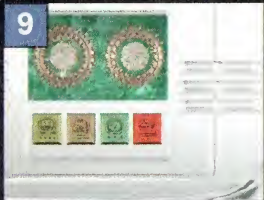
**Fig 7: Place the hole punches this way.**



**Fig 8: Once the hole punch code is entered you draw the lines as indicated. This will deactivate the laser field.**

in front of you. Get the post office receipt and the scrap of yellow paper from the table. Look under the table and pick up the flight schedule. Examine the items and walk to the pallets in the corner. Move them to reveal a safe. Go to the Electronic shop and purchase the Robco Safebuster. Examine the Everlok business card and get the square root of all the numbers. The combination is 22, 31, 15, 7. Unlock the safe and pick up the scratch paper and key. Examine both items and return to the Garden House. Pick up the briefcase from the shelf and open it. Get the notebook and the Gate Of Sun photograph. Examine the floor of the closet and collect the Messages from Outer Space book. Go back to your office and call Reagan. Set up a meeting then proceed to the Imperial Lounge. Talk to Lucia's message and return her call. Ask about anagrams, Mr Thelwitt and the Cosmic Connection. Hang up and Reagan will call with some important information. Examine Reagan's Puzzle Box and combine it with Malloy's Tapestry. Position the tiles on the puzzle to match the tapestry. (see **Fig6**) Go to the police station and talk to Mac Mulden. Ask about the Dag Horton and the Autotec connection. Mac will send you to the morgue. Pick up the scalpel and open the drawer marked G to H. Use the scalpel to unlock it. Look closely into the drawer and you will see a file cabinet key and a wallet. Examine both items and go to Autotec. Enter Dag Horton's office and use the file cabinet key to unlock the cabinet. Collect the NSA key and the documents in the vanilla envelope. Read the documents and take note of the access number (1091). Go to the Evidence Room and use Horton's security code and use the access number on the card (773348). Open locker B15 and get some cash. Unlock locker B17 with Horton's NSA key. Pick up





**Fig 9:** This is probably one of the most complex of all the puzzles in the game. Each of the four tiles represent a Mayan month, and the lines represent a Mayan number which represents the day. You

need to correspond the Mayan dates with its current date counterpart. To make it easy the dates are: Ahua 4 = Sep 8, Chuen 10 = May 20, Muluc 3 = April 17, Men 11 = July 12.



**Fig 10:** Each of these gems produce a specific musical tone. All of the gems match up in pairs except for one. You need to strike the gems as indicated with matching numbers to open the Moon Door.



**Fig 11:** Press North, Circle, Red, East, Cross, Orange, South, Triangle, Yellow, West, Square and Green.

Emily's puzzle box. Open Locker E36 and take Pernell's Euphoria Disk. Open locker E13 and get the ID badge. Walk over to the degaussing machine and insert the puzzle box, disk, and money into it one at a time. Use the code 1091 after each item and then open the cover to collect each item. Once all items have been degaussed leave the Evidence room and go to Rook's Pawnshop. Use the receipt and collect the Black Dagger. Examine Emily's puzzle box. Combine the flight schedule with the map of Asia and then combine them with the box. Use the pegs from Reagan's box with Emily's box. If you are playing in Game Player mode you will have an exact amount of balls to experiment with. The key to this puzzle is that all the points must intersect to form a final destination in the center of the map on the box. (see FIG6) Once you unlock the puzzle box examine it and call Fitzpatrick on the vidphone. Talk to him about the AE, OE, EW, J Thelwitt, Cosmic Connection and Elijah Witt. You will need to contact Archie Ellis. Look in the yellow pages for his number. Examine the photo of the Gate of the Sun and the photo of the Plain of Nazca. Call Archie Ellis and answer correctly to his questions. Proceed to Roswell.

#### DAY SIX

On your way to Roswell, Tex becomes concerned about the Archie's safety. So as soon as you get to the Roswell complex return to the Cosmic Connection and warn Archie. Once he is safe go back to Roswell. If you are in Game Player mode take the paper punches from the trash can. It is yet another jigsaw puzzle. See FIG7 on how to assemble it. Go to the desk and open the drawer. Pick up the walkie-talkie and examine it. Get the batteries and go to the chair by the door. Take the Emergency Procedures handbook. Grab the laser field diagram from underneath the mattress, the

padlock key from the locker, the matches from the nightstand and the Security card from the nightstand drawer. Walk out through the door near the chair and pick up the shovel. Examine the boxed at the shed and take the fuse. Look at the boxes behind you at examine the broken cable. Unlock the shed with the padlock key and get the toolbox and flashlight. Examine the tool box to get the wire strippers. Replace the current batteries with the ones from the walkie-talkie. Walk to the Laser Field Room door and use the Roswell Security Card. If you are in Game Player mode you also need to enter the number from the paper punches. Go to the laserfield keypad on the far wall. The object to this puzzle is to connect the nine boxes with only four moves. Activate the keypad using the instructions from the laser field diagram. (solution is 11, 1, 4, 13, 5). The code will allow access through the blue laser fields. (Fig8) Go through the field and collect the cable. Walk back to the yard outside the guard hall. Use the wire strippers on the cable and repair the broken cable with the stripped wire. Go to the door and turn the switch on. Go to the door located near the cable you picked up earlier and open it. Open the trapdoor on the floor and take the dynamite. Combine the fuse with the dynamite and leave the guard hall. Return to the Laser Field room and save your game. Combine the matches with the dynamite and use it on the door. You will need to clear the building and get to the guard hall before the dynamite goes off. After the blast enter the main complex. You will pass out when you walk by a gas pocket. If you were successful in saving Archie you will live another day.

#### DAY SEVEN

You will regain consciousness in the hallway. However, imminent danger awaits you. There's an alien lurking around and it has slaughtered everything. You must contain it to proceed. Turn left and run (press R while in the movement mode) around the corner and down the passage, to the Mess Hall. Enter the kitchen and open the freezer. Get the ice pick and open the second cabinet from the right to get the pot. Run down the passageway and exit the Mess Hall. Turn right and go to the first opening. Open Storage Door #104 and use the pick on the half tank fuel drum. Use the pot to collect the fuel and exit the storage area. Go to the dormitory down the hall from the storage room. Use your shovel on the door. Open the door and walk through the doors to your right. Open the large cabinet door on the right side near the next open door and get the containment unit. Combine the containment scrap of paper with the containment unit and leave the Dormitory. Return to the Mess Hall and enter the kitchen. Turn on the front burner and place the pot on it. Heat the fuel and go to Storage Room #102. Examine the box on the shelf and take the spark plug. Leave the room and go down the hall to the Generator room. Open the access panels and insert the spark plug. Open the fuel cap and add the pot of fuel. Pull the handle on the generator three times and turn the machine on. When Tex comments that he can no longer hear the

generator use the containment unit on the alien. The alien will no longer bother you. Retrieve the oxygen tank and wire cutters from the box in the Generator room. Go to the Storage Room #102 and take the plastic container on the box directly in front of the door. Examine it and get the acetylene torch tip. Go to Storage Room #104 and pick up the acetylene torch handle. Walk to the dorm and take the CD that's on the floor. Return to the containment unit and open the cabinet. Collect the CD Player and the duct tape. Use the CD in the CD player. Walk to the Mail Hallway and open the rec room door. Pick up the Alien Abductor. Go to the free weight area and take the weight bar. Take the pool cue stick and the dart from the dart board. Combine the cue stick and the dart together and then combine them with the duct tape. Go back to the dorm and use the "makeshift spear" to get the Roswell Level 2 Security Card located behind the jammed door. Use the elevator and go to the second floor. Use the Level 2 card to access the War Room. Take the alien photographs off the table and turn on the projector. Pick up the remote control from the floor. Take the "For Your Eyes Only" documents off the table. Use the travel button to go to the Electronic Shop and buy the Robco battery pack. Combine the battery with the abductor and return to Roswell. Enter the fan room and use the weight bar to stop the fan. Use the abductor on the opening in the fan and crawl through the air duct. If you are not sure on how the abductor works press F1. When you reach J1-5 turn right and take the arrow to the second floor. On J2 enter room 12 (the computer lab) and take the screwdriver. Go through the duct to room 3 (Linguistics Lab) and raise the abductor above the height of the table. Take the Roswell Security Badge. In Game Player Mode continue to room 6 (Bio Lab) and raise the abductor above the table again. Get the vial of acid. Next go to room 8 (Metallurgy Lab) and get the hose from the wall. Return to the second level and check the Toxic Waste Disposal near the elevator. Walk around the corner and use the Roswell Security ID on the keypad. Ride the elevator and examine the access panel. Use the screwdriver to open the panel and save the game. Use the wire cutters to cut the wire and quickly take the bomb out of the panel. Run back to the Toxic Waste Disposal, and drop the bomb in. Quickly run away from the Disposal Bin and wait for the explosion. When all is clear go to level three. Walk left and open the Miscellaneous Storage door. Pick up the striker that is hanging down. Walk behind the shelf and take the acetylene tank. Walk to door labelled 100 - 200. Combine the acetylene tip and handle. Combine the hose with the oxygen tank. Combine the hose and oxygen tank with the acetylene tank. Combine the result with the tip and the handle. Finally combine the striker with the Acetylene Kit. Use the Acetylene Kit on the door. Enter the room and read the #186 scrap paper. Use the computer and type in 186 and 7AC as the access code. Here's your next puzzle. The object is to create a path for the 186 by moving the pieces. The solution is as



follows: 122 106 168 149 150 148 177 176 178 180 188 189 198 160 166 195 192 182 188 189 178 180 186 198 (all the way right) 196 197 178 180 188 199 175 174 186 176 177 150 148 168 149 122 106 186 and the puzzle is complete. If you are in Game Player mode use the acid to open the door lock, otherwise open the door and pick up the Fuel Cell #186. Return to your office and watch the cutscene.

#### DAY EIGHT

Call Lucia and take the anagram fax listing. Use the code "to merge the four cases to see maps" and read the message to Witt. Go to the Electronics' Shop and buy the Robco Call Tracer. Call Witt and give him the following responses B A B C C C. Use the travel button and go to his apartment. Move the mask and press the pink switch. Move the plant from the table and press the green button. Pick up the bamboo stick and use it with the orange switch near the fire place. Move the plant near the dresser and press the blue switch. Open the drawer and examine the photo album. Take the note from the bed and read it. In entertainment mode the numbers on the note should read 77 61 44 26, while in Game Player mode the numbers are 70 12 84 65 39 67. Use the bamboo to get the plaque over the door and examine it. It contains the solution to a puzzle you will encounter later. Take the tweezers from on top of the night stand and proceed downstairs. Move the plant near the fireplace and push the button. Use the tweezers to pick up the foil pack in the fireplace and examine it. Grab the key and walk to the table. Examine the book on the floor and read the book near the sofa. Examine the statue and use the key. Here is your next puzzle. The object is to decipher the Mayan number system. Look at the photograph and use the number as the key. Go inside the secret bookshelf opening and take the box. Examine it use **FIG 9** to solve the puzzle. Leave the apartment and go to the Garden House. Examine the package on the bed and decipher the letter. Look at the box and combine the pieces from Witt's box with the final box. Place the lighter shaded designs around the upper right portion and the darker pieces around the lower left portion of the design. Once the puzzle is complete examine the box to reveal the powercell and the fourth part of the Pandora Device. Combine the pieces to complete the Pandora's Box. Watch the cutscene. After the scene Reagan will attempt to seduce Tex. It's your choice on how you want Tex to respond.

#### DAY NINE

Look around the chamber and pick up the 14 puzzle pieces. Examine the Altar and take the papyrus. Assemble the puzzle pieces to reveal a map to use in the labyrinth. Read the star symbols on the walls and exit the chamber. Walk along the path and pick up the charcoal. At the intersection, go right then straight all the way. Turn left and then at the junction turn left again. Examine the dead man and take the glasses, lantern, gun and handkerchief. Return to the first junction and pick up the White Dagger. Now turn right, right, right at each junc-

tion. Pick up the Small Ceremonial Stone Bowl and go back the way you came. Turn right, and then left twice. You should be at a set of stairs. Climb the stairs and examine the skeleton. Use the broken lens on the cord wrapped around the corpse. Get the cord and the mayan spear. Walk back right twice, left, right, left and left again. Enter the snake chamber again and leave through the door with the sun symbol. Turn left, right and right at the intersection. Go left, left and at the first opening turn right twice and pick up the hatchet. Go back to the intersection and turn right three times and take the silver dagger. Go back left twice and then right twice to you get to the end of a long corridor. Turn right and go up the stairs. Enter the bird chamber door and examine the wall and the Altar. You have encountered another easy puzzle. The object of the sound stones puzzle is to use the hatchet on the crystals to create a pair of identical sounds.(see **Fig 10**) Once complete, exit the bird chamber through the star chamber door. If you are in Game Player mode get down low to the ground and open the first door on the far right then open the remaining doors. Follow the passage and turn left twice, right twice and left again. You should see a gold dagger. Take it and return to the intersection with the Wasp symbol. Combine the handkerchief with the oil from the lantern and then combine the result with the spear. Light the spear with the matches and enter the chamber. Use the spear on the wasp's head near the door. Examine the three mayan kings and note their appearance. The next puzzle is to rearrange the jigsaw puzzle to look like the three kings. Once you complete the puzzle exit the chamber through the door with the moon symbol. Go to the intersection and turn right, left, right to the end, right and pick up the red dagger. Turn around and enter the door to the dagger chamber. Examine the Altar and the wall. It will instruct you on how to place the daggers. In case you are confused do as follows. Place the black sun dagger above the white sun one. Place the white sun dagger above the circle dagger, the circle dagger above the star one and the star one above the remaining dagger. Leave the room through the black sun dagger door. Walk to the end of the corridor and turn right then left. Enter the door with a pentagon symbol. If you are in Game player mode quickly rotate the symbols so that the dots appear in the correct position relating to the symbols on each of the five doors you have entered so far. Time is crucial as the ceiling will descend. Place the snake on the bottom, the bird to the left, the wasp on the bottom, the dagger to the right and the pentagon to the left. The floor should give way. You should now be in the second chamber with a surprise visitor, Reagan. Talk to Reagan and examine her backpack from the corner. Take the rope and use it on the tall statue. Examine the gun to get the bullets and then examine the bullets. Combine the jackknife with the bullets to get the gunpowder. Combine the gunpowder with the stone cup. Combine the cord with the lantern oil. Combine the cup with oily cord to make an explo-

sive. Use the explosive with the broken statue pieces and place any two of the smaller fragments on any of the four platforms. Take a break and watch the long cut scene. Before the ending is complete you have one more puzzle to solve: getting the alien spaceship to take off. (see **FIG 11**). Now sit back and relax. The fruits of your labour now come into play.

#### DAY TEN

Day Ten is the where you learn which path Tex has chosen to take. You will get to see your final score. Hopefully you will also end up saving the world and getting the girl.

#### Alternate Endings

This walkthrough was played with an "Angelic" Tex which will activate the Mission Street ending. To do this Tex must be gentle and faithful to Chelsea, return Nilo's wallet as well as the orphan money and pay back Louie early in the game In addition you must save Archie from Cross and refuse Reagan's advances. Note: It's interesting to play Tex as a cunning, rude, selfish and immoral kind of character. There are quite a few changes in the plot from the Mission Street path, some obvious and drastic, others subtle. Several cut scenes appear only in this path and not the Mission Street path. There are also other endings to discover, but they are all based around the way you control Tex's personalities.

Harry Maragos





## ACES OVER EUROPE

### Cheat codes

Cheats in a flight sim? Um, what's the point...

Whilst playing type:

data: full life

dads: full army

quarts: invisibility

## BLACKTHORNE

### Level codes

Here are the level codes to take you through the game:

Level 1: TNLQ

Level 2: PBKT

Level 3: LBVJ

Level 4: K3CH

Level 5: MJXG

Level 6: J6BZ

Level 7: NRLF

Level 8: HCKD

Level 9: Y4DJ

Level 10: BMHS

END OF GAME: FMWY

## BALDIES

### Instant population

For a population boost hold down F8 to create thousands of Baldies.

## BATTLE ISLE 3

### Level codes

Level 1: 2975462

Level 2: 6487674

Level 3: 1564386

Level 4: 9745642

Level 5: 3756838

Level 6: 2957843

Level 7: 8844366

Level 8: 2375411

Level 9: 3854653

Level 10: 5647332

Level 11: 4092664

Level 12: 7564366

Level 13: 8264241

Level 14: 3243554

Level 15: 5487436

Level 16: 1353411

Level 17: 4524338

Level 18: 6731244

Level 19: 1243371

Level 20: 6245425

## BOPPIN

### Cheats

Whilst in the game, type:

ctrl b: mystery spot

ctrl l: to go to the next level

shift ctrl-l to go back a level

Type toyss to activate the cheat mode.



During cheat mode press:

ctrl-f to go to the final battle

ctrl f5 or f8 to give an extra credit to player one or two

alt H - delivers one maximum hit during the final battle

1 or ! - set lives for player one to zero

2 or @ - set lives for player two to zero

If you have v1.1 of Boppin type "blood" to get the violence from v1.0

## CATACOMBS THE ABYSS

### Cheat codes

Whilst in the game, hold down :

F10 + W to warp

F10 + I to get items

F10 + Z to freeze time

F10 + G for GOD mode

## CIVNET

### Cheat menu

For an unfair advantage over your opponent in this multiplayer version of Civilisation:

Enable the use end of turn button, when you have moved all the units, before you end the turn, put the caps lock on, and type the following key sequence.

Ctrl A O D B A M F

\*\* do not hold down Ctrl \*\*

This will bring up another menu full of goodies that will come in quite handy.

## COOLSPOT

### Level skip

Whilst in the game:

Press 1, then ctrl, or alt, q,e,i,o,p,a,d,f,g,h,i,j,k,l,c,b,n,or m. This will take you to any level or the bonus level.

To skip a level press the plus key, on the numeric keypad.

## DAEDALUS ENCOUNTER

### Access all areas

When you come to the menu screen press ALT-F5, select GAME menu and click JUMP TO. You will be able to jump ANYWHERE in the game.

## ELITE III

### Big money

For 10000 credits, press P+SHIFT+CTRL simultaneously and type ARON



## HORROR ZOMBIES FROM THE CRYPT

### Level codes

Level 2 : WOLFMAN

Level 3 : HAMMER

Level 4 : LUGOSI

Level 5 : NOSFERATU

Level 6 : GARLIC

## HEART LIGHT

### Level select

Hold space bar, alt and control and press the right arrow key to go to new levels or left arrow key for previous levels.

## METAL AND LACE

### Cheats

During the game , press Shift-F11-F12 to get all your Hit Points back In the bar before a battle.

Click on the beer mug of the girl to get lots of money - click once when she's holding it down and click again when she's got it near her lips.

During the opening screen hit ctrl-alt-esc 17 times and you will be able to play the X-rated version of the game.

## SAVAGE WARRIORS

### Cheat codes

At the main menu type "cheat" to add a new menu item.

Select the new menu item and you will see Cheat Mode and the screen will blank.

At this page enter a code to display a new menu item

replay, eleventh, gardener, dunk, pam, numberone, circus, nopain, tyson, nogain, woo, nbk, finalfive, snowwhite, evildeath, forqa, easyspecialmoves.

Special moves for the Master:

P = punch, K = kick, F = forward, B = back

Pull: B, F, P

Tentacles: F, F, P

Super kick: Half circle towards opponent then K

Power Blast: F, F, K

bats: B, F, K.

s super secret technique

B, F, P.

## SKI FREE

### Tricks

After going off a rainbow jump press side and up (diagonal up) and just before you land press down twice and you will get about 300 points. Do the same on small bumps but don't press down and crash to get about 100 points. Push up twice and then just before you land push up again to get bonus points.

When you are almost at the bottom go underneath the people on the ski-lift for bonus points. Press 'f' whilst in the air on a rainbow ramp, then hold up, left and right you can score about 800 points on one jump.







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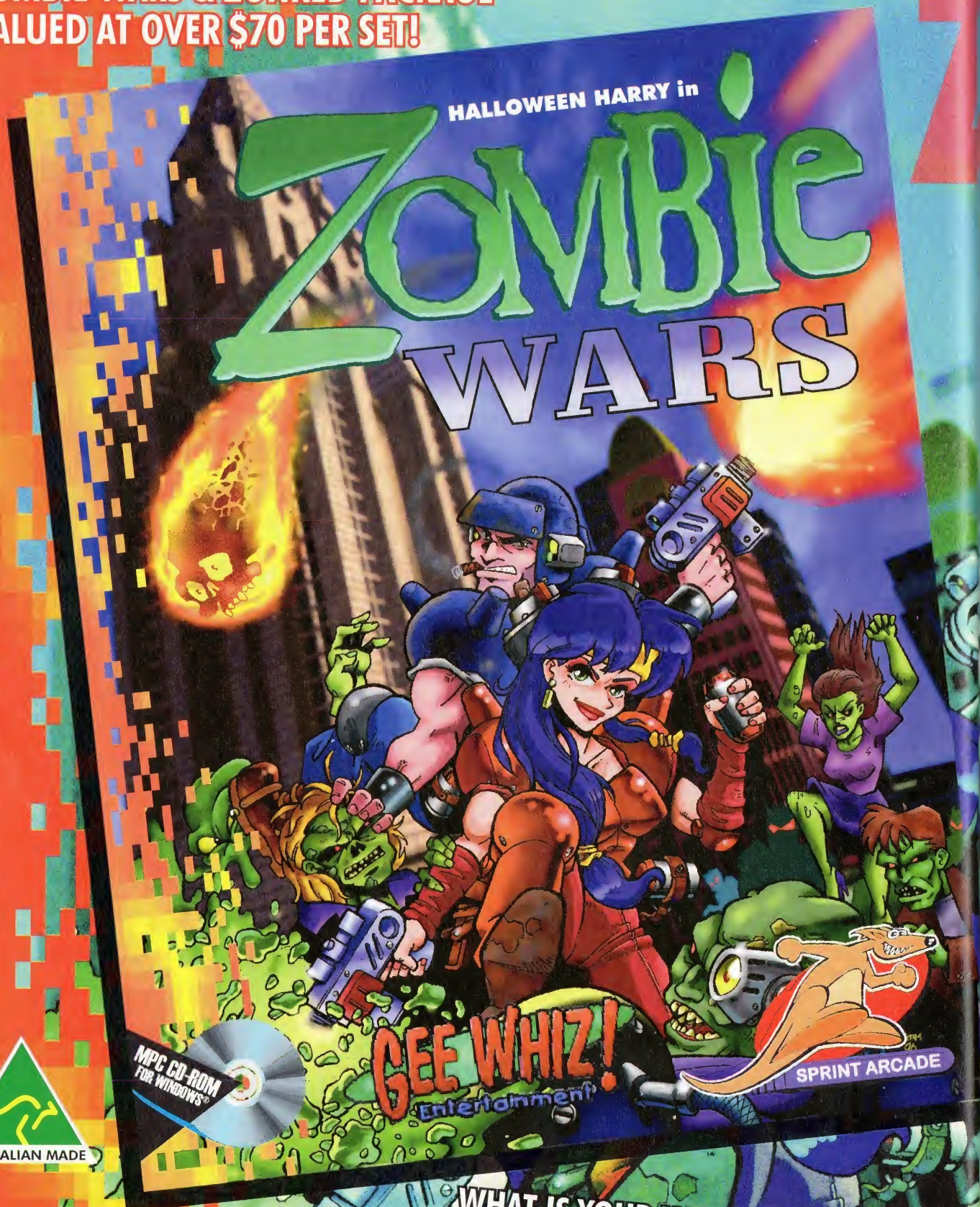
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# THE ULTIMATE ONLINE EXPERIENCE, AND THE MAN BEHIND IT.

Ultima Online is the most anticipated game amongst internet users. Around 1500 people took part in an alpha test that occurred back in May, and so far there have been over 17,000 applications to take part in the Beta test (which is scheduled for late November/early December). Yup, Ultima Online is hot! We had a lot of questions about online gaming so who better to ask than Starr Long, Associate Producer of Ultima Online. Starr is one of the key motivational factors behind the Ultima Online project, here's what he said...

**How did you get involved with the games industry?**

I started off in the testing department four years ago. I answered an ad in the newspaper that said "video game tester needed". That's how I got started. I don't have a background in computing, I actually have a background in theatre doing lighting and set design. I wasn't making enough money to pay the bills so I answered the ad and that's how I got this game at Origin. I became associate producer of Ultima Online a year and a half ago.

**Is it a nightmare getting the Ultima Online project up and running?**

It's been very difficult, mainly because it's something that the industry is just now starting to really view. It's definitely the first time Origin has done anything like this. So there really wasn't any experience to draw upon.

**A lot of people see Ultima Online as the leader in the field of online gaming. Do you think the gaming community and technology are ready for it?**

Definitely. We looked at the internet and we saw lots of problems with latency and bandwidth and stuff like that, so we designed the game to work around those problems. The game is stored on your hard drive and on the CD. You can play with a 500 millisecond latency and still have an enjoyable experience. With more than that, it's not performing like it should be, but you can actually still play the game. During our pre-alpha test people played from all over the world; Australia, Korea, France, Germany. I think the gaming community is more than ready. I think they want something like this.

**With online gaming in its infancy, what do you think of other titles out there and the importance of being the first to gain the highest market share?**

More than anything I think it's going to be about getting the mind share of the public, and saying, "hey, I have the best one". Out of the titles coming up I only see two or three as any kind of serious threat to what we're doing. The problem I see in a lot of these games is that they're using a separate text window. It may seem like a minor point but I think it's really important. It's impossible for the human mind to follow graphics and text separately on the screen. You can either type and communicate or walk around in the game but you can't do both. In Ultima Online, when you talk to people the text appears above your head and follows you around, so you instantly know who's saying what

and you can interact with the game and never miss anything. A good example of what not to do is this game called Sub Space. It's got communication but no one uses it because if you take the time out to talk to anyone you're dead. That's a problem that a lot of these games are facing.

One of the things we were committed to from the beginning was to have the production value of Ultima Online equal to that of a stand-alone game. With the exception of Diablo, I don't see the competition doing that kind of thing. So while there is serious competition out there, I think we have the highest production value and the best design - in terms of the game itself - with a constantly changing persistent world and virtual ecology.

**What about the language problem? Will there be a translator?**

There isn't going to be a translator. We looked at it and we couldn't find any that would be effective enough - "Hello, my name is Starr" would come out "My dog is blue". None of them worked. What we discovered during the Alpha Test was that the language of the internet was English. Most people who use the internet regularly worldwide knows English, at least enough to get by.

**Ultima Online sounds like it may be daunting to those who have joined months after the game is released. How will you ease these players into to the heavily established online world?**

In several ways. Firstly, the ease of use of our interface. It's very much like the traditional Ultima interface, it's all point and click, mouse driven. There'll be online documentation so you read up on clues and hints. Within the cities all the computer controlled characters are helpful. They'll give to directions, maybe tell you some news. You'll always start off in a city, so you'll be in an effectively safe area, no one can mess with you. Besides that, the way our character development works. There are no levels. It's all a skilled based system. In other RPGs it gets to the point where people who have been playing for eight months are so powerful that they can kill you with one blow. Ultima Online doesn't work that way, no one will be that physically powerful. Even the player who has been on the longest can still be defeated by a couple of new players who have just started. And, you have to practice the skill to get better. If you don't practice or use the skill, you lose some of your skill. Also, no one can know every skill at once.





PHOTO: ROBERT PANDYA

# STARR LONG

## **Ultimas are famous for their detail and the ability to interact with the environment. Can we expect more of this in Ultima Online?**

Definitely. I think in this kind of game it's more important. What we've strived to do even more than in the previous Ultimas is to reach a higher level of interaction with the environment where most actions have tangible results and benefit your character. For instance there is the map-making skill. The better you are the more accurate your maps are and you can sell these maps for gold to other players. So you help out new players who haven't explored the world yet while making money for this service. In other Ultimas there was the bake bread thing. You still do that in Ultima Online, but the difference is you can now sell the bread to other players. Or if you want to be a trapper, you can go out and hunt animals and take their fur and sell them to the fur dealer in town.

## **We've heard that you can buy buildings in the game.**

One of the things we've discovered in our research is that people really want to feel like they have a stake in the game. To do this you have to give them a feeling that "this is my game". So we decided that we were going to let people have their own houses in Ultima Online. Now, they are very expensive and very difficult to attain. They'll only be available to players who have been online for a long time, or guilds - people who have pooled all their money together. And it's all in the game context too, there will be a consistent style. It's not like other titles where they give an editor and let you build anything. You go to the architect/realtor and say "I want a house" and they'll charge you a certain amount of money, and that house will appear on the edge of town. So the towns will grow during the course of the game.

## **With no real ending to the game, it would seem that a whole new set of rules would be in place to keep players coming back for more.**

Yes, of course, that has been one of our most important design goals. There are over 16 cities, 8 dungeons, and huge tracts of wilderness separating them. It will take you at least 10 hours to walk without stopping from one end of the continent to the other. There will be close to 3000 computer controlled characters and at least 2000 human controlled characters to interact with. At any given time there are over 50 quests to find and these change constantly. There are close to 50 different kinds of creatures to interact with. There are almost 150 different spells to learn and there are over 50 skills to master. There are hundreds of items that you can use. On top of all of these there is a big plot that the players can involve themselves with. Finally the players themselves will generate interest by forming guilds, waging wars, stealing from each other, killing each other, etc. The fact that the game does not end and therefore build up to a climax and reward you for finishing was one of the driving forces behind making Ultima Online a huge, detailed, ever changing world.

## **With all the web pages and fans around, what do you think of their response to Ultima Online?**

Amazing. During the Pre-alpha test there wasn't much to do, so we weren't sure what people would end up doing. We were overwhelmed at the response, at how people started immediately forming these guilds, these little groups that do things together.

Now there are over thirty of them. What it brought home to us is why we got into doing online and multiplayer games. Gaming should be about other people because they provide a much better experience than the computer can.

## **With Ultima Online heavily regulated by human players and guilds, how will you prevent or stop them from making things too difficult for other players?**

One of our goals from the beginning was to provide many avenues for players to explore, many roles for them to participate in. One of things we decided early on was that while we wanted to discourage what you might call bad activity, we certainly weren't going to prevent it. So within cities and towns in the game there is a really strong presence of police. Guards on most corners. The minute you try to do something bad they'll show up and kick your butt. Outside of the cities, it's anarchy, it's the wild wild west. So when ever you walk outside of a city you'll want to travel in a group, or with a caravan, or things like that, just like in real medieval times.

## **How will you implement upgrades, like game engine changes and the like?**

Any changes to the game will be mainly in the area of content, ie. we will add new quests. Integral to the overall game design was that we don't ever want the world to re-boot or turn off. We want it pretty seamless. We can add quests while the world is running and it won't interrupt gameplay, you don't have to download anything - it just happens. But we've also talked about having another CD that'll have a whole new continent, with more cities to explore, maybe with some new monsters. But that would be down the track.

## **So what's next for Starr Long? A well earned holiday or back to the next game?**

We're putting in a lot of overtime. I'm probably not going to take a vacation. For the first few months after the game is released the entire team is going to watch very closely and participate in Ultima Online. From there, depending on how successful it all is, we're going to start on the expansions, maybe a sequel or other Origin properties like Wing Commander or Privateer on-line.

## **What kind of games do you play in your spare time?**

Command and Conquer, Warcraft 2, Quake, Duke Nukem. Multiplayer games. Basically anything that's got a multiplayer function.

## **Which did you prefer, multiplayer C&C or Warcraft 2? A lot of people felt that Warcraft 2 was more about one strategy and executing it the fastest, while C&C had more flexibility...**

Exactly. I did not like Warcraft 2 nearly as much as Command & Conquer. I thought C&C had much more variety in the strategies one could use to win. And exactly as you said, Warcraft 2 seemed to be more about who could build up the fastest. C&C was much more subtle, you could do all sorts of different things. I would play the same people over and over and we would develop strategies against each other. We would develop defences so our strategies would constantly evolve. With Warcraft 2 that never happened. I never saw a great variety of strategies in W2. I liked Command & Conquer much more.



## WRITE TO SETUP BECAUSE WE CARE

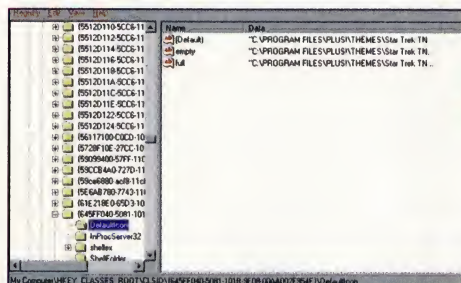
SETUP  
PC POWERPLAY  
PO BOX 634  
STRAWBERRY HILLS  
NSW 2016  
PCPOWERPLAY@NEXT.COM.AU

### ICON CHANGE

**Q** I am having trouble with some of my icons in Windows 95. I have put on the "MAGIC the Gathering" utility from your August cover CD and it has changed the Recycling Bin and My Computer icons to ones that I don't like as much as the old default icons. I have tried un-installing and deleting the Magic the Gathering utility but its icons somehow remain! I have realized that to change a shortcut's icon on the desktop, you click on the icon with the right button of the mouse and then select "properties". This does not work for the Recycling Bin or for My Computer. Instead, the properties for the Recycling Bin etc, come up.

I have tried everything I can. Could you please help me?

**Geoffrey Metcalfe**  
**Coffs Harbour, NSW**



**A** To set the Recycle Bin and the My Computer icons back to their defaults you will either need to get yourself a utility like Winhock or Microsoft's Plus! pack. The other option is to edit the registry manually. To edit the registry run Regedit (be very careful in here). To do this go to the Start menu and select Run in the requester box, now type Regedit and hit return. This will bring up an Explorer like window. Go to the Find option in the Edit menu and type in "My Computer" it will find an entry for My Computer in CLSID in the HKEY-CLASSES-ROOT entry. In the right hand pane you will see a default entry which contains the pointer to the icon that My Computer is using. To set it back to normal double click the default entry and a requester box will open. In the value data field type Explorer.exe, this will set the icon back to the standard My Computer icon. To change the Recycle Bin click on find option in the edit menu again and type in "Recycle Bin" it will find the Recycle bins entry in the registry, it won't show you the default icon entry straight away. So click on the folder in the left hand pane that is open and it will show you some more entries, the one we're after is the Default Icon, so double click on this entry. Doing this will display three entries for the different states the Recycle Bin icons appear as (eg. Empty and

Full) to change these back to the standard icons double click on default first and change the value data field to "Shell32.dll,31" this is the standard recycle bin icon. Next is to change the empty entry, double click it to bring up the requester box and enter the same value as before in the value data field. After this, change the full entry. Double click this to bring up the requester yet again and change the value data field to "Shell32.dll,32" after this exit Regedit and restart Windows 95. You should see the old familiar icons back. You could even try experimenting and changing these icons to ones you prefer.

### MODEM vs. SOUND CARD

**Q** Hi my name is Sam. I have a Pentium 133 system. Recently I bought a modem and installed it. Now I can't get any digital sound out of my Soundblaster (it is a Creative Labs SB16). When I try to set the sound using the sound setup utility that comes with games I get a message saying that "the specified environment could not be found" even though I use the autodetect option. By the way, you have a great mag! Keep up the good work.

**96532888@ecocom1.latrobe.edu.au**

**A** Okay, well you didn't say whether the modem you brought was an internal or external. I am assuming it's an internal one as this would definitely explain this strange occurrence. What I think has happened is that when the modem was installed, it was set up by default to need specific IRQ and DMA assignments for its com port (COM3 I believe) so it just used the IRQ and DMA it wanted, which obviously conflicted with your SB16 card. What you will have to do is change the settings on the modem so they don't conflict with the rest of your other hardware. The simplest way to do this would be to disable your second com port on your motherboard. This can usually be done from the CMOS setup (be careful in there, if you don't feel confident enough stay away and take your machine to a service agent to do the work) this appears at boot up usually by pressing the delete key. This should also give you the settings that COM2 was using, jot this down for later. Once that's done you can set your modem cord to the setting you jotted down. Check in your modem manual on how to set the IRQ, it might even have the correct settings for setting the modem to COM2. When that's done digital sound should return.

### MISSING MEGABYTES

**Q** I've got 2 questions for you and am waiting for the answers. Firstly, before I empty my Recycle Bin, can I get back the files if I really empty it? Secondly, I look at My Computer properties in the My Computer icon, it says that I have 565 MB free space but when I go to the MS-DOS prompt and type in C:\dir, it is totally different from

C:\properties. Sometimes it can be 100 MB+ different. Is there something wrong with it or what?

Thank you very much?

**Alicia Smith**  
**Strathfield, NSW**

**A** Emptying the Recycle Bin will cause Windows 95 to discard all file information for the files you put there. It is still possible to retrieve this information, but only if the data hasn't been overwritten by some other file. That means if you have just emptied the Recycle Bin and you really needed the files back it is possible to retrieve them, Norton's Utilities for Windows 95 is a good choice for this sort of protection.

As for your second question what I believe could be happening is that Windows 95 has Dynamic swap file allocation instead of having a permanent swap file like in Windows 3.x. So when Windows 95 tells you the hard disk free space it doesn't include the drive space it's currently using for its swap file. If you use the DIR command in an MS-DOS session within Windows 95 you will get the current size of the C: drive which has space used for Windows 95 swap file taken out of the total figure. If you were to boot your machine straight to DOS and type DIR you would see a figure similar to the figure in Windows 95. Windows 95's swap file will also detect when it has less space to play with, so it will restrict itself to smaller sizes and will also change its size depending on the applications loaded. This swap file is removed when Windows 95 is shut down and the hard drive space is returned until Windows 95 starts again, where it is created once again.

### DEATH OF A CD

**Q** I have a 2 year old 486DX2-66 with 8 meg ram and a double speed CD ROM drive. Whenever I want to use my CD ROM, I always get the error message: "Cannot Read Drive D:" or "Drive D: Not Ready Abort, Retry, Fail." Can this be fixed or do I need a new drive? I've tried everything, but nothing seems to work.

**I.P. Daily**  
**Mittagong NSW**

**A** There are many possibilities as to why your CD-ROM has died. It could be a simple case of dirty CDs or a dirty lens in the CD-ROM, in which case you can get a CD-ROM cleaner to fix it up. It also could be that your CD-ROM has died, in which case it wouldn't be very economical to get it repaired, it would be cheaper to pick up a new one. This could be a good excuse to get yourself a faster drive!

### SEE MY SOUND CARD

**Q** First let me say, what a great mag! I know everyone says it, but what the hell. I am running a Pentium 100, 8 Meg, 1 Gig, W 95 & Ess Es 1788 Audiodrive S/c, and my problem is that I can't get any software to recognize the S/c card when I restart the computer in DOS. I have no trouble in Windows, or in the Windows Ms DOS Prompt.

I was wondering if the auto.exe and config



setup would have anything to do with it, is there a Standard Auto.exe & Config setup, or do different computers with the same hardware require different files. I've seen files 10-20 lines, but mine's only got 3-4, this leads me to think, all is not well, The computer functions perfectly otherwise.

My computer said this file is an error so I remed it:

"Device=C:\dev\mcd-242.sys/d:mscd000/p:170,3"

Enclosed are my files for your scrutiny.

Autoexec.bat

Path=C:\WINDOWS\C:\WINDOWS\COMMAND\C:\VFH5

SET CDTEMP=C:\CDTEMP

rem - By Windows Setup -

MSCDEX.EXE/D:OEMCD001/L:D

SET BLASTER=15 D3 A220

PATH=%PATH%;C:\

Config.sys

DEVICE=C:\WINDOWS\HIMEM.SYS

REM DEVICE=C:\DEV\MCD-242.SYS

/D:MSCD000 /P:170,3

FILES=60

DEVICE=C:\CDROM\SGIDECD.SYS/D:MSCD000

Glenn Bergmann

Dubbo, NSW

**a** By the looks of your startup files - autoexec.bat and config.sys you are missing some important lines for your soundcard. These lines usually only get added to your startup files when the sound card's DOS drivers are installed. Some vendors don't install these drivers on Windows 95 machines as Windows 95 has it's own 32 Bit drivers. So the easiest way to fix this is to re-install the soundcards DOS drivers, the installation program should be on the disks you received with your computer. This will then update your config.sys and autoexec.bat files and when you have restarted you should have sound in DOS.

#### SLOW DOWNLOADS

**a** I have just purchased a new modem and connected to the Internet and I have a question I hope you could answer. I have a Comcorp powerlink 33600bps V.34+ modem and when I download a 1 megabyte file it takes about half an hour to finish. I think this is a little excessive. The modem downloads data at 0.7 to 1.8k a second when doing this. Seeing as the modem has v.42bis compression should it take this long? Do I need to change any of my settings to get it to work faster or is this the speed that modems work at? My ISP is Ozemail and the file was part one of the Z demo from hyperactive@next.com.au.

Computer specs are as follows:

P90 16mb ram 4xcd 512k cache ram

Craig Bowley

cbowley@ozemail.com.au

**a** You have discovered the bandwidth problems that arise on the Internet when connecting via standard analogue modems. Let's say Ozemail

can connect at 33.6Kbps, data can then move from them to you at 33600 bits per second. If you are accessing a site that's in America, then the amount of information sent to you over the Internet can range dramatically, depending on the congestion out of Australia and how busy the site you're accessing is. The download rates you are getting are low for a 28.8Kbps connection, which optimally should be at 3.6 Kilobytes per second.

#### FLICKER-FREE

**a** I have a P150 with a 2meg Trident 9440 video card and a Samsung SyncMaster 17GLi Monitor. The problem I have is this: When I try to change my resolution in Windows 95 (full version not upgrade) I can only get as far as 600 x 800 using 256 colours before the screen begins to flicker. I had a look in the Device Manager of my system settings and noticed that my PCI Card was not configured correctly. So after removing and resetting my PCI card I still have the same problem. The display adapter settings has 2 drivers and one of them is failing. I really don't know what to do. What you can do about this problem of mine!

Darrin Wood

dags@4kz.com.au

**a** What is happening is that when you set your video card to higher resolutions it switches your monitor to a different frequency. It sounds as if the monitor is running in Interlace (very flickery) or running at a low refresh rate (60khz or lower). Interlace is the process video cards can use to attain high resolutions by cutting the refresh rate in half and displaying all odd numbered lines in one frame, then displaying all even frames in the next, like your television does. The update of the screen can be very noticeable with certain images, especially your Windows screen. Look

in your video card manual. It should tell you if the card comes configured as default to operate in Interlaced mode, if so, then a jumper change on the card might be needed to allow for Non-Interlaced higher resolutions.

Your other problem can be solved by removing the non-functioning video card from Windows 95. To do this go into Control Panel and double click the System icon and select the device manager tab. Then click on the video card driver with the X on it and hit remove. Reboot your machine and everything should be okay once again.

#### HOW TO KILL A PC

**a** Urgent message: I was recently stupid enough to go into Dos-prompt and type: C:\>format. As you can guess, I formatted my whole hard drive! Now every time I boot up my computer, I always get the message: "NON-SYSTEM DISK OR DISK ERROR REPLACE AND PRESS ANY KEY WHEN READY" after trying to boot. How can I get my computer back to normal (i.e. booting back to the DOS prompt!!

Best regards

Ben Smith

NSW

**a** Well that was a very silly thing to do wasn't it!! Oh well... The simple reason your computer doesn't boot anymore is the fact that your hard drive has no information on it at anymore. When your computer boots and checks the C drive for boot up code, it can't find it any asks you to put in a bootable disk. I hope you have some DOS or Windows 95 installation disks at hand. You need to do a total reinstall of the operating system. I must warn you that if you had any valuable data on the drive it no longer exists.

C:\WIN95>format c:  
WARNING: ALL DATA ON NON-REMOVABLE DISK  
DRIVE C: WILL BE LOST!  
Proceed with Format (Y/N)?

## Magnify the action!

**\$79.50**  
& \$6.50 P&H



## VIRTUAL Enhancement Unit

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Postcode: \_\_\_\_\_

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Signature: \_\_\_\_\_

I am over 18. All orders must be signed **79** Exp. Date \_\_\_\_/\_\_\_\_/\_\_\_\_



## Ravenloft

? I'm hoping you can help me out here! I'm really stuck in Ravenloft, Strahds Possession. My forehead and keyboard have become very intimate with each other over the last few weeks. I've gone right through the game, killed off Strahd and found the five items on the right of the catalogue. Do I need to find the Trimian Catalogue? If so where is it? If not, what do I do?

Mick Voncken  
 Manilla, NSW

\* Yes, you indeed need the Trimian Catalogue - to get it, go to the Old church on lower level 1, Find the Gold Church Key which will open some doors on this level. Find the four fragments and insert them into the Tome of Cursed Items. Find the Special Scrolls of Remove Curse and Atonement, and then get the Trimia Catalogue.

## Beneath a Steel Sky/Fate of Atlantis

? Please Help me, I am stuck in Beneath a Steel Sky, I have the light bulb, screwdriver, id card and the metal. I have used the explosives and don't know what to do.

Also, In Indiana Jones and the Fate of Atlantis, where's Plato's lost dialogue. I am stuck and have been trying to find out for months!

Magoo  
 Brisbane, QLD

\* Well Magoo, for this exercise, a little revision is in order, I'll also give you a small push in the right direction for the rest of the game.

Go to where you talk to the girl (Anita). If Lamb kicks you out, just go back in. Go to the right. Put the spanner in the cogs. Take the spanner back. Go back to the left. Use the spanner to loosen the welder shell. Talk to Joey to give him a new shell. Go right again. Try to go in the room on the upper left. Talk to Joey and send him in the store room. You can watch him through the window if you want to. Talk to Joey and have him weld the fuse box. When Joey comes back, go into the storeroom and open the gangway. The WD-40 and key are not needed. Get the putty from the floor where the gangway was. Leave the storeroom. Go to the electric plant (left, left, left, left, left door) Use the spanner to loosen both buttons on the right control panel. Have Joey help you push both buttons at once. Shut the switch off on the left section of control panel. Take the light bulb and put the putty (plastic explosive) in the socket and turn power back on. Make sure both switches are down!

Go back to the lift (right, right, right) Look at the red cable and have Joey weld it. Use the id in the slot on the lift to go down a level. Congrats. You're now getting somewhere. First thing to do is pick up that cable you just cut. Then go to Reich's room (left, green door, id in left slot) and get the magazine under his pillow. Go to the travel agency (down, right, right, up) and talk to the man. Give him the magazine and he will trade it for a ticket. Go find Lamb. Outside the apartments is a good place. (exit left, bottom left, left, green door) Talk to Lamb. Give him the ticket. He will give you a tour of the factory as a reward. Go to the factory (down, right, lift, upper right door). Wait for Lamb, talk to him and get your tour from him. Go to the reactor area (right) and talk to Anita. Give her your id card and she will give you the jammer. You can now get more information from the terminals. You must also get Anita to tell you about the Schriebmann port.

As for Fate of Atlantis, to get Plato's lost dialogue, you'll need to go the Azores. Go to Costa and give him the eel. He'll tell you where the Dialogue is indirectly. He'll name a collection. The collection is different in every game.

## Return to Zork

? In Return to Zork, where do you get the key to unlock the grocer shop, what is the combination for the tile puzzle, how do you get rid of the dog in Rebeccas house and how do you get in the hotel?

Ryan Daniels

Macleay, NSW

\* Anything else Ryan, set of steak knives maybe, the meaning to life the universe and everything, what, no more questions? I thought you'd never stop...

The answers you seek are:

Grocer, Grocer? - I think you mean the General store, to get inside you need to go to the incinerator, pull lever 1 and throw the box in the top. Close lever 1 and pull lever 2. Look in the drawer and you will see the wire. Pour the water on the wire and pick it up. Use the wire to pick the lock to the general store.

The Tiles - Have to be arranged to read - water unseen at falls mix with bat dropping yields potion for invisibility.

The Dog - You're going to have to read the file in the Mayors office on Hell Hounds.

The Hotel - From where you got the tile pieces, pick up the two pieces of illuminyte off the floor. From here, go back to the center of town, and enter the first building on the right (by this point most people will be telling you that you stink). Buy a room from Molly Kettle, and go up to your room in the elevator. Enter

the room, and place the illuminyte rocks onto the nightstand. Then zoom in on the monitor, and turn the radio on. Then turn the lights off. You will have a dream about Morpheus, the head bad-guy of the game. Next, get up, turn the lights back on, and take your illuminyte back (make sure to turn the lights on first). Exit this building now.

## Riddle of Master Lu

? Please help, I am stuck on the game The Riddle of Master Lu. What is the combination to the door in the castle? What is the point of the stick map and its relevance to Easter Island and what do you do in the temple of the Hidden Way?

Ben Crown

Burnie, Tas

\* To open the metal door, You'll need to find a code to enter in the four buttons, under the microscope. To get the Code: Look at the emerald under the microscope. Look up the letters Ti and Xe on the periodic table. Note the numbers above each of these elements: Ti - 22; Xe - 54, Try reading the letters backwards. Try entering the numbers backwards. Still stuck??? Read on at your own risk -- The exit code is 4522.

For the map, you're going to have to find the rocks in the center of the stick/shell map. The symbols (starfish, seahorse, shark tooth, scallop) can be found on various stone heads in the quarry. Use the map and these four heads as a guide to locate the rocks - a large red boulder and a small grey rock in front of it. Return to the beach. Use the pull cord to plug one end of the whale bone. Fill the whale bone with water from the ocean. Use the water on the clay in front of the small grey rock. Move the rock. Take the rongorongo tablet from the fissure in the large red boulder.

Ben, are you trying to get in the temple, or are you in the maze? I'll have to give both answers...

Find the 5 monks who have learned prayers. Notice that the prayers they've learned aren't the prayers they study. Find the 5 prayer wheels you can take. Notice that they aren't placed with the correct monks. Place the correct prayer wheel with the correct monk. The monks will tell you if you are correct. Perhaps the monk who has been around the longest will know how to get into the temple. Ask Monk #9. Then find the entrance. Save your game here first. You're about to enter a maze.

The maze is VERY long. The easiest way to get through it is to map it out as you go, on graph paper if possible. There are two oddities you might find on your way through.

When you come to the place with the strange contraption hanging from the ceiling, pulling one of the ropes here will give you a way out.





### Monkey Island

? I'm really stuck on The Secret of Monkey Island. On the three trials, I can't get past the Sword Woman because she always knocks the sword out of my hand. What do I do?

Ace

Willoughby, NSW

\* This isn't really a puzzle or problem. You just need to respond to her insult correctly for five times before you can defeat her. Choose the correct responds from those you have gathered. Try until you have defeated her. Once defeated, she will give you something that you can, shall we say, wear in pride!

### Privateer

? Dear Oracle,

For a while I have been reading PC Powerplay and have taken great heart that your segment has been there. (Yeah, me too, \$\$\$ -Oracle).

I'm currently playing Privateer and have come to the point where I need your help. After mapping for the Exploratory Service and finding the derelict spaceship where I pick up the weapon from the fighter, I keep getting attacked by the alien ship that appears everywhere!

How do I destroy this ship?

How much further is there to go?

How do I meet with Admiral Tyrell?

I have a Centurion with all upgrades.

I really want to finish this so I can play Righteous Fire before Privateer: The Darkening comes out!

Adam Kiver

Wulagi, Darwin

\* O.K. Adam, help is at hand!

Afterburners, and lots of them, you're going to have to outrun the alien, he's invulnerable right now but you're on the right track looking for Admiral Tyrell, to find him, proceed to any other mining base outside the Rygannon system and at the bar you'll meet an attaché to Admiral Terrel named Sandra Goodin. She will get you back on the plot.

By the way, when you meet the green drone, here's how you kill him, fire a few shots at the oncoming drone then turn 90 degrees to avoid its fire. Stay on its rear and avoid direct encounters. Also avoid getting between the Confeds (Commodore Reissman and his buddies, a Paradigm and two Broadwords) and the drone because they will shoot you down (friendly fire). The best strategy is to get away from the Confeds and take the drone on by

yourself. It will follow you always, so use it to your advantage. A Centurion equipped with level 2 shields can take a few hits from the drone. If you have level three, even better. Only use the green gun (the other guns are useless and drain valuable energy). Line up with the drone and fire until your finger bleeds. Once you see the drone's shields begins to drop, unload with missiles/photons and you will destroy him.

### Congo

? We are stuck in Congo! We have put 2 balls in the door but all attempts to open the door get us killed by a big gorilla!

Please help us, we are going insane!

Anonymous

\* Have you figured out where the gray is coming from to attack you?

Try using the microphone facing left and right when at the Pavilion Door. If the correct guns are loaded you won't hear any grey's growling.

[TA] = Turn around, [F] = Forward

If that isn't detailed enough, Go to the big door [TA, F, F, F]. Detect all of the gorillas around the door. Arm the right gun to kill the gorillas. On the gun in front of right pavillion and the gun inside left pavillion (near the rock) use the magazines on them and quickly use the remote to control them. Now if you go to the door, the gorillas will be automatically killed. Use the sunstones in this order on the door.

3 4 1

2 6 5

Now enter the door.

### Dark Sun II

? I'm stuck in Dark Sun II, Wake of the Ravager. There is a tapestry in the back room of the veiled alliances HQ. One needs to be repaired, I took it to Jann who still needs a thread from a templar robe to fix it. Where is this thread!

Mark Lang

Pennant Hills, NSW

\* Fear not, the thread is nigh!!

Make your way towards the Jaann camp in the middle of the oasis. Talk to the girl you freed, Magnolia, for she is in the eastern tent. Then go back up, and talk to the Sultan (he is in the tent with the guards in front of it) and pick your reward. Return to Magnolia.

Magnolia will request your help in trapping a deceitful member of the Jaann. Agree to help, then find the templar camping in the desert south of the camp. Threaten to kill him, and he will leave. Take his coat, and use it to get a thread.

### Relentless

? I am hopelessly stuck on Relentless, Twinsens Adventure.

I am in a temple in the White Leaf Desert and

I have to move the statue to the pedestal to open the door in front of it. I've made it to the lift, have gotten inside, but now I can't get the lever at the other end to transport the statue the rest of the way.

Please help,

Adrian Scott

Perth, WA

\* In this section of the game, you have to push the small white statue across traps and platforms to another pedestal. This action will open a door allowing access to the second part of the temple. This can be quite annoying because things happen too quickly for you to consider what you're doing, so you often make wrong moves, mistakes and need to do it again! Anyway, when you complete this task with the statue, just go through the door that opens and you will get to part two.

### Ultima 8

? I have been playing Ultima 8 for a while now but I am really stuck in the Upper Catacombs where you have to find the dead necromancers.

Justin Oliver

Dunedoo, NSW

\* To find the Necromancers in the Catacombs you should look for a small room to the North-East which has no roof, cobwebs on the door, and a Ghoul inside. Enter the room and you'll fall through the floor, into the Lower Catacombs.

### Police Quest 3

? I am stuck in Police Quest 3. I know that I have to use the computer to plot where Rocklin will murder next, but every time I draw it in, the computer doesn't acknowledge that I have drawn a pentagram. Exactly how do I do it?

Kieran Roddy

Cloverdale, Perth

\* Your fellow officer tells you at LPD that he tries to locate the crimes on the map. So you turn on your computer and see that evidence is added to case 199145, look at it, then go into the menu tools-map. There you draw all four known locations in the map: 341 East Rose, 280 West Palm, 392 South Sixth Street, 276 West Rose and connect this points so that you get a message that you have drawn a perfect pentagram. The fifth point of this pentagram is at 200 East Palm. A search for Steve Rocklin is started after you called dispatch. Before you leave the office you read the note on the board that all female officers are tested the next day. Then you go to the psychologist who is not in his office so you can read the file about Pat Morales which is lying on his desk. At the Third floor you get a tracking device for your car by touching Mike's desk at his right side. Now you drive to 200 East Palm.





## DUNE II

MENTAT

OPTIONS

Credits

256K

Harkonnen Trooper.



In 1991 the very clever and by now, very rich chaps at Westwood released a little game called Dune 2. Whilst Dune 1 was an interestingly bizarre RPG, Westwood had seen the light and had realised that all people wanted to do when you came right down to it, was to command huge armies and kill things. Preferably in different and unique ways.

Westwood took Frank Herbert's stunning universe and translated it to the computer screen, managing to do a bloody good job of it too. The game revolved around the three Major Houses in the Empire: the noble Atreides, the insidious Ordos and the funky bad guys, the Harkonnen.

Ultimately, the aim of the game was the battle for control of the planet Dune, on which is harvested a precious and unique spice called Melange. This apparently gives the user the ability to traverse interstellar space, and is said to make a truly excellent pizza topping.

The Emperor decides to let the three houses battle it out to see which shall become the premiere house in the empire. He does so by arranging a contest where the object is to harvest the most spice. There are no rules for this contest, as the battle is one for

supremacy and any means are just and fair. If a weapon can be bought, it will be used against you, or preferably by you in your genocidal quest.

Dune 2 is perhaps the first fully realized real-time combat engine to appear. Originally appearing on the Amiga, it soon had a huge following and was quickly ported across to the PC. It even saw life on a couple of consoles. This success can be attributed to the remarkable interface and real time strategy elements which this game brought together for the first time. Previously, wargames of this type were solely turn-based with dull flat graphics. Dune 2 was an inspirational jump forward in game design. It can be compared to Wolfenstein 3D and Doom in its paradigm leap.

Dune 2 was the first game of its type to let us actually control the men and tanks under our command. This allowed us to take a personal approach to the game that captured our imaginations and swallowed time aplenty. Dune 2 was the first game to feature battles that lasted 4 hours or more. Any other game would have been aborted or saved midway through, and even though the option to save the game was included, I don't know of anyone who deserted their troops

You may indeed have true Harkonnen blood coursing through your veins!



midway through a mammoth 4 hour session. For the most part we became recluses, and bodily functions played a lesser role in our lives.

It is fitting then, that the only other game to so affect so many people with its complexities and addiction, is the erstwhile sequel to Dune 2, Command and Conquer. When Dune 2 gained a huge following Westwood planned to release a datadisk with extra missions and so forth. Halfway into this datadisk, they scrapped the plan and earned a lot of adverse publicity for doing so. But as time would show us, they had far more noble intentions in mind. Instead of extra Dune 2 levels we got Command and Conquer. Instead of retreading the same ground, Westwood bravely trod where no man had stepped before and ultimately reaped huge rewards.

Perhaps Dune 2's greatest asset was the fact that it was so far ahead of its time. Westwood took a gamble with the concept, one which no one had tried before and produced a stunning piece of software.

As the granddaddy of modern real time wargaming, we can see that eventually this game would have had to have happened eventually. It is remarkable that the first iteration of this genre proved to be such a classic. Perversely enough, the computer AI poses more of a challenge in Dune 2 than it does in Command and Conquer, although we expect Westwood to remedy this in the much awaited Red Alert.

For any not lucky enough to have played this game, it is currently available in a compilation called Power, Corruption and Lies, which is distributed by Sega Ozisoft.

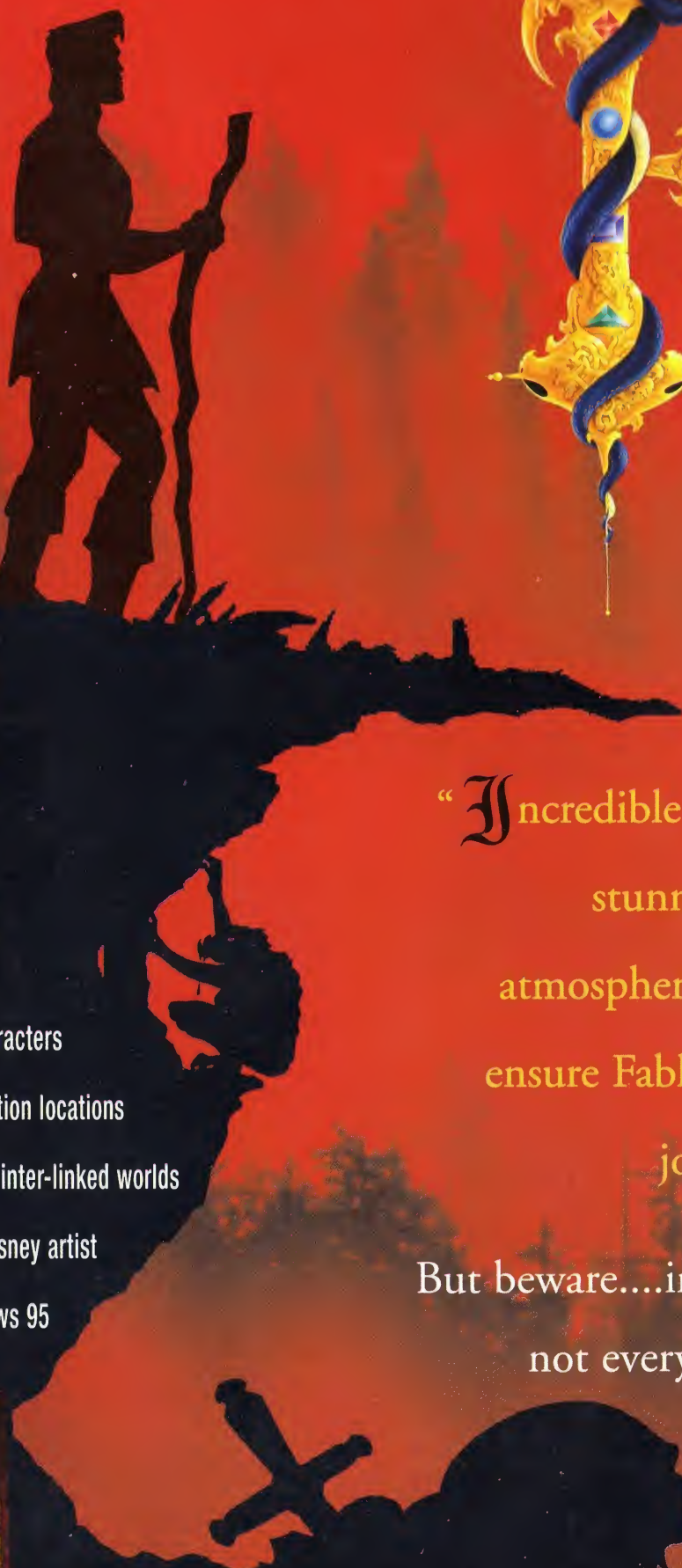
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